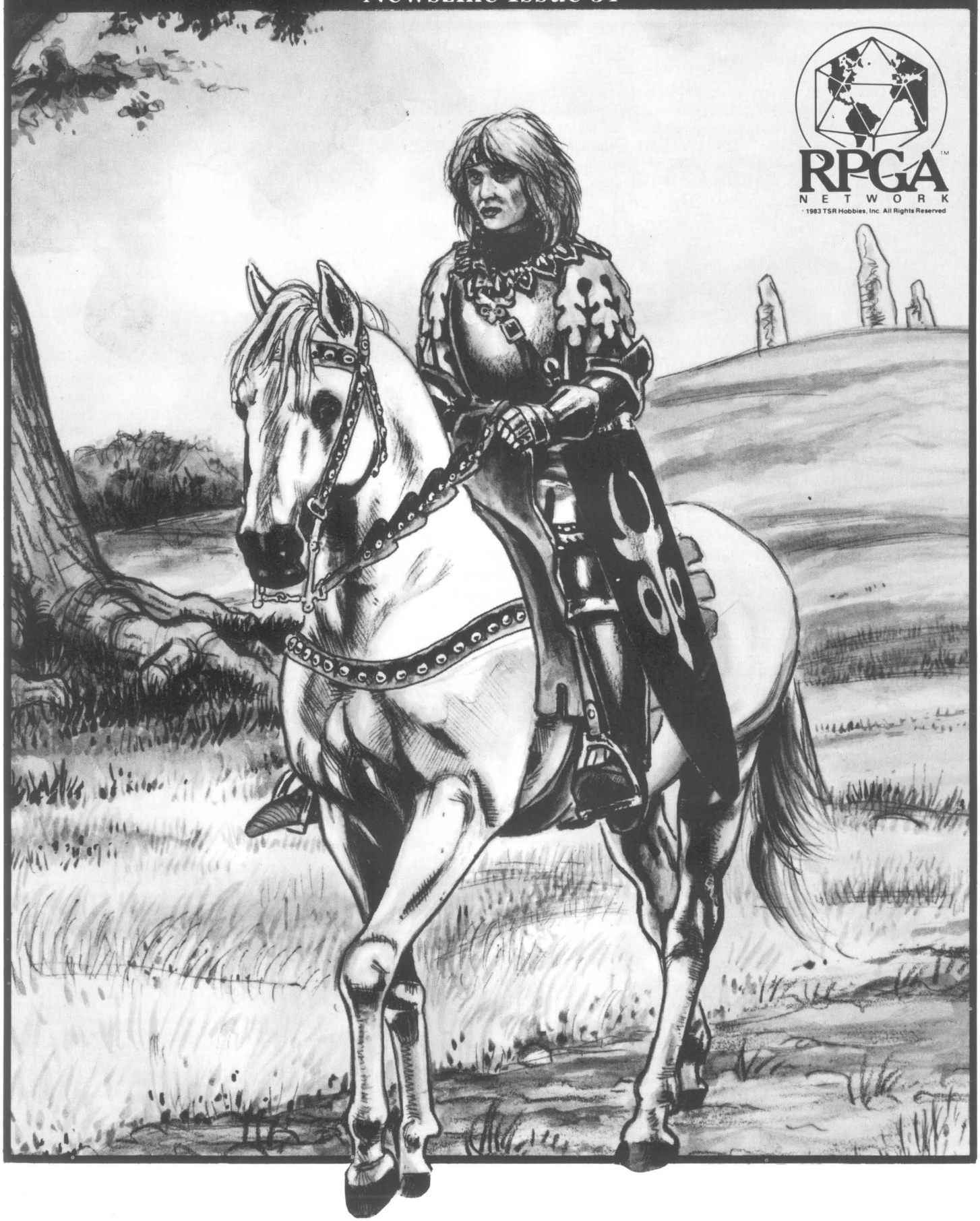
POLYHEDRON™

Newszine Issue 34



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POLYHEDRON™

NEWSZINE

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Notes From HQ

Greetings

Hello: I'm Jean Rabe, the new RPGA™ Network Coordinator. I began work March 23rd, and at press time I was still discovering various aspects of this position and things I am responsible for, such as writing Notes From HQ. I am also discovering some interesting things in drawers in the HQ cubicle and in endless piles of material Harold Johnson gives me. Harold is TSR's director of Consumer Services, of which the RPGA™ Network is a part.

I have been an avid gamer since 1977, and have been a member of the RPGA™ Network since October, 1984. Before coming to the Network I worked as a journalist. It was a hard decision to leave that field, but I am finding I definitely made the right choice, as this is much more fun. I have been involved with helping several conventions in the south Midwest. And now I have a chance to work with GEN CON® Game Fair, setting up the 33 RPGA™ Network-sanctioned tournaments it is going to feature.

My predecessor, Penny Petticord, is responsible for getting me involved with the RPGA™ Network and for encouraging me to apply for this position, for which I thank her. Her commitment to high quality and her dedication to the Network makes her a hard act to follow.

I have found the position of Network coordinator to be exciting and frustrating — exciting because the work is really fun, and is similar to what I was doing for a hobby. But it is also frustrating because there are not enough hours in a week to accomplish everything I would like.

Now that I've introduced myself, let's talk about the direction the RPGA™ Network is headed.

Where We Are Going

The RPGA™ Network is working diligently to broaden its horizons so it can better serve its members and encourage others to join the organization.

Among the Network's new features is the Living City project, which will be developing with the help of the members. It is premiered in this issue with the feature, On The Road To The Living City, a series of introductory adventures. Other plans include an improved club program, which offers real benefits to people who belong to RPGA™ Network clubs. The Network also is striving to be more representative of the gaming industry by sponsoring an increasing number of tournaments from companies throughout the country. At this summer's GEN CON® Game Fair, 15 of the 33 RPGA™ Network-sanctioned tournaments feature products for companies other than TSR, Inc., our parent corporation.

Despite all the favorable news and ambitious plans, there is a concern the Network must face. We are losing members in a time when the Network needs to grow. During the past few years the Network's membership has dropped from about 10,000 to a little less than 9,000. This is a situation that needs to be turned around soon. The RPGA™ Network has so much to offer, and to continue to be a vital organization the Network must flourish. The greater the number of members, the more opportunities there will be for everyone. The Network is continuing to get new members, but renewals are steadily decreasing.

We think one of the factors that has caused the Network's decline in membership is our failure to get the Polyhedron™ Newszine out as scheduled. This is a situation that will change. The Polyhedron™ Newszine is going to get on schedule. It has to. A few issues are in production now, and we are confident that by the end of the year our deadlines will be met, signaling the banishment of the white rabbit which has been frequenting the Notes From HQ during the past many issues. We would like to know, however, if we are correct in our assumption about the Polyhedron™ Newszine's sporadic delivery causing the decline? Are there other reasons? Let us know.

How You Can Help

The members can help keep the Polyhedron™ Newszine on schedule by contributing articles and modules. There are several regular contributors to the newszine. However, there needs to be more. An organization with about 9,000 creative and talented members should be receiving more material than is presently stored in a few file folders in my desk.

Consider sharing with us some of your choice encounters for the many game systems you play. How about sharing some of your favorite NPCs? Or how about sharing some of the unique magic items, monsters and alien races you have developed? The Polyhedron™ Newszine is a wonderful format that can be used by the members to trade ideas and to express their opinions about a variety of game systems. It is time more RPGA™ Network members started taking advantage of the opportunities the Polyhedron™ Newszine presents.

HQ also needs the members' help with providing tournaments for conventions. There is an increasing demand for RPGA™ Network-sanctioned tournaments. However, the pool of tournaments we have to draw from is severely low. Again, there are several members who regularly contribute two- and three-round tournaments. But I am confident many more RPGA™ Network members are creative enough to write tournaments for a variety of game systems. We especially need tournaments for the AD&D® game, MARVEL SUPER HEROES™ system and GAMMA WORLD® Game system. We also welcome tournaments for games which are produced by companies throughout the industry. However, please note that these tournaments must also be approved by the companies which created those games before the tournaments can be run as RPGA™ Network events. Guidelines for writing tournaments are available from HQ. All you have to do is ask for them. In addition, C6, The Official RPGA™ Tournament Handbook, which is available in book stores and hobby shops, includes guidelines on how to write and run tournaments. Do not be discouraged if your first submitted tournament is rejected. And do not be offended if we send any tournament back for revisions. Rewriting is essential if the Network is to maintain its reputation of high quality.

Before you submit a tournament to the RPGA™ Network, please send a detailed outline of the adventure, the encounters involved and a copy of the characters that you will use.

We also would like to hear from the members about the type of material and subjects they would like included in the Polyhedron™ Newszine. We want to know what features you enjoy in the newszine. In addition, we know the Network is doing something right because we are getting renewals and new members. We've already asked the non-renewers to tell us what they don't like. We'd also like to know what our loyal members like about your Network so we can continue those services.

Take care,
Jean Rabe

Letters

Answering the call

I would like to volunteer my services to the RPGA™ Network no matter how small they may be. You must understand, though, that I cannot go to even the closest tournament because I do not have a drivers license yet and I find it difficult if not impossible to get a ride. I have no previous writing experience although I am compiling a module to send in to DUNGEON™ Magazine right now. I would like to help with anything I can, but that would be extremely limited. Also I was wondering if non-RPGA members could submit articles as well. I am the only RPGA™ Network member in my campaign.

Larry Christian
Vincennes, IN

I have been playing the AD&D® Game for over seven years and have been a member of the RPGA™ Network for about five. I have never been active in the organization and would like to begin now.

Not only would I love to contribute to the city project, I would love to write articles on topics such as game theory, campaign design, character development, etc. How would I go about submitting such articles?

I would also like to submit a comic strip to you. The strip would be a humorous serial about the exploits of a hapless kobold. The story is designed to fill a single page of each issue of the Newszine, and continue from issue to issue, similar to Larry Elmore's SNARFQUEST Strip. One question I wish to ask is can I retain a copyright on the artwork I send?

Steve Morton
Moundsville, WV

I just started my membership with the RPGA™ and when I received the Newszine I started to read it right away. I discovered, by reading the letters section, that there was a lack of material for the Newszine and members were saying that participation goes along with the membership. This — and the fact that none of the articles in the Newszine interested me very much — started me thinking of contributing some work of my own.

I'm a little vague on how to submit articles and tournament scenarios to you. I'd appreciate it if you could clear me up on this. I have a list of things that I'd like to know.

1. Are there any guidelines for submissions?
2. Where would I send them?
3. How do you want them sent to you?
4. What kind of topics do you want the submissions to be about?

Also, to get more people to help, you could award improvements on their rank or something like that.

William Larsen Portland, OR

Complete information on how and where to submit articles, tournaments, or artwork, and the obligations a member incurs by doing so, is included in this issue. We'll look at submissions from any member, no matter how inexperienced. We will only publish the best, but we can't say yes to your submission unless you send it in.

We do not accept submissions from non- members — not because we think that what non-members have to say isn't worth hearing, but because the RPGA™ Network exists for the sole purpose of promoting interaction and communication among its membership.

We do not currently award either judge or player points for submissions; how well or how often a member submits material for publication does not reflect how good a player or DM that member is. There has been some consideration given to creating new rankings for members who write tournaments, submit to the newszine, and coordinate events, but the jury is still out.

By the way, are there any members in the Vincennes, IN area who are willing to give Larry a lift to a convention or two?

A Question of Advancement

There should be a compromise between RPGA™ Network rules on individual advancement in RPGA™ Network sponsored AD&D tournaments and the idea of group advancement.

In some cases the idea of individual advancement discourages role-playing and kills the group's spirit. The event degenerates into chaos, with individuals trying to score "role-playing" points by taking any real or imagined character trait and driving it to the extreme. Thus the individual advancement idea should not be an inflexible rule, instead it should be a general guideline open to compromise.

The RPGA Network sponsored AD&D Snowcrystal Odyssey tournament is my case in point. In years past advancement in the Snowcrystal tournament was by group, as is advancement in most non-RPGA Network AD&D tournaments. However, the advancement was based on a careful balance of role-playing and group effectiveness. This emphasis on role-playing encouraged the development of interesting character personalities and encouraged a real group spirit. Many people so enjoyed playing a certain character that they have returned, year after year, to play the same character. Less experienced players were encouraged and helped to better their role-playing by the more experienced players. This mutual support was good for the newer players and established a congenial, enthusiastic atmosphere for role-playing. Each character tried to contribute to the group's efforts and such contributions helped define the characters to many of the players. The structure of the Snowcrystal tournament was well suited for this type of group effort. There were situations where every character had a chance to shine. The adventure introductions and summaries also helped define the personality of the characters.

When strict individual character advancement was used in the Snowcrystal tournament at the GEN CON® 19 Game Fair, most of the group spirit was lost. Suddenly everyone was competing with each other rather than cooperating with each other. Players new to Snowcrystal, without a lot of exposure to the Snowcrystal Mythos, seemed to be at a decided disadvantage.

Snowcrystal is not well suited to individual advancement. Characters are designed with an aim for clarifying their place in the group. Certain characters are at a decided disadvantage when it comes to individual role-playing ratings. Also certain characters were almost guaranteed of advancement. Monis, a nut case ranger, was a winner. Stormwind, an introverted magic-user, was far more difficult to play well and still advance. Those few players that did advance playing Stormwind all admitted to going out of character to do so.

I have a compromise suggestion. Let the first round of the tournament be individual advancement with the top 3-5 players from each group advancing to the second round. The first round teams would have to be randomly assigned to ensure fairness. For the second round everyone forms up into teams of their own choosing, and advancement is by team from there on. M.V.P.'s from losing teams could still advance as alternates. Individual ratings would still exist, both to encourage role-playing within the group and for RPGA Network rating purposes. I suggest that all other players should be told, before they rate their fellow players, how the character was written up. This prevents a player from ignoring his character's write- up.

Individual advancement is great. The majority of the tournaments that I have seen use it have been fine. But tournaments like Snowcrystal Odyssey should be encouraged by RPGA™ Network also.

I would like to thank Mr. Przytarski for an enjoyable tournament and advance the hope that he and the RPGA Network can come to some sort of compromise.

Don Herz
Lowell, IN

You seem to have more problems with the way individual advancement was used with the Snowcrystal tournament than with individual advancement in general. Your points are well-taken. The member review group that looked at the 1986 Snowcrystal tournament had some very similar observations about the way the tournament was written, particularly the characters. Unfortunately, the tournament coordinators didn't see to it that Network HQ's suggestions were implemented. Needless to say, HQ is working on ways to keep that from happening again.

Your suggestion smacks more of changing horses in mid-stream than of compromise. As you point out, a tournament must be written and played with individual advancement in mind or it won't work properly; requiring the designers and players to shift gears in the middle of the event would probably cause more problems than it would solve.

Your idea about requiring players to reveal their characters' backgrounds is already Network policy. In any Network sponsored tournament, play is supposed to stop a half-hour early so that each player can explain why he played his character the way he did. Voting is not supposed to start before all the players have had their say. The DM is supposed to oversee this process and make sure that everybody gets his two cents in, and the DM is expected to add his own comments to the discussion. If your Snowcrystal DMs didn't do this for you they let you down.

You are not the only person to complain about "ham" role-playing. Another member reported that he heard a Snowcrystal player say "I'm going to advance even if I have to act like an idiot!" This problem is not confined to the Snowcrystal event.

There is no reason why Network members should have to put up with such boorish players. A team advancement system, however, won't necessarily put an end to the problem. In fact, such systems encourage another kind of boorishness — the "Great General Syndrome." We've all encountered this type of player. He has all the answers, tries to speak for the other players, and keeps everybody so busy trying to "succeed" in the scenario that nobody has time to enjoy himself. And if the DM should do anything so human as to make a mistake, look out for rough weather! The "Great General" isn't about to have his chances for advancement ruined by a mere DM.

As things stand right now, you — the individual member — have the means to change the way Network events are played. You can do this with your vote. If you think a player acted like a ham instead of playing the game seriously, don't vote for him. If a player took time to make a newcomer feel welcome, vote for him if you think this is the right way to play the game. The current system lets individual players decide what the criteria for advancement will be. You can use your votes, and your speaking time in the summary session, to promote whatever gaming style you think is best. That's the beauty of the current system.

Finally, a sad note for all you Snowcrystal fans. Mr. Przytarski and his Snowcrystal staff have not submitted an event for this year's GEN CON® Game Fair, and it appears that they don't intend to do any more tournaments, so we can all say goodbye to the Snowcrystal Oddessy.

Better Late than Never?

I would like to express my dissatisfaction with the RPGA Network. About 8 months ago I was trying to form an official RPGA Network Club. I had approximately 50 people interested in joining. I worked very hard to work the bugs out of everything. I had everything perfect except for one thing. None of my POLYHEDRON™ Newszines or my membership directory showed up until too late. People had to wait so long to see the advantages of an official RPGA Network club that they just weren't interested anymore. So far I haven't seen any reason to renew my membership. I would suggest you speed things up some, then I might join again. I have no problem with the magazines, mind you, just the service. Your AD&D® articles are terrific.

Joe Wilson
Robertsville, MO

Yes. We are behind.

This is mainly due to an ever-increasing workload, mostly tournament requests. There is a limit to how fast we can work and still maintain the quality that you admire. The loss of our Network coordinator didn't help us deliver the goods any faster.

Fortunately, we now have a brand new coordinator and getting back on schedule is our top priority. Those of you who have requested tournaments should have seen the difference already, as we are now running a month ahead *of tournament requests. (If you have requested a tournament, but haven't heard from us recently give us a call or send a note. (You may have been lost in the coordinator shuffle.) Some improvements will soon be appearing in Newszine delivery as well. This issue, for example, is late, but it should find its way to your mailbox right on the heels of number 33. Number 35 is not far behind. We have begun using the talents of several freelance editors. This allows us to start work on several issues simultaneously, and it will free the Newszine from delays caused by the workload at HQ.*

Also, Network coordinator Jean Rabe and TSR Consumer Services Director Harold Johnson are working on an overhaul of the club policies. Soon, we hope, the Network will have more to offer clubs than a Newszine that's on time.

On the Road to the Living City

Follow this road to the Living City.

On the Road to the Living City is a new column intended to serve as a vehicle to keep you updated on the progress of the Living City Project, and to showcase some of the excellent submissons we already have received from members.

We have plans for a Living City campaign book. This product will be titled *Gateway to the Living City,* it will contain 64 pages of campaign information on the Living City, including an overview of the city's neighborhoods, capsule descriptions of important NPC's, and even a list of the city's laws. The neighborhood in the immediate vicinity of the city gates will be covered in detail. In addition, the campaign book will contain an eight-page insert with a complete city adventure and ideas for further adventures. The campaign book will also feature fold out maps of the city and the gateway neighborhood. We hope to be able to offer more Living City products in the future — member submissions permitting. Also in the works is a monthly newsletter which will feature current events within the city and the best member submissions of city material. The newsletter will be eight pages long and will be available by subscription. Cost is yet to be determined.

Guidelines for submitting buildings, residents, and events for the Living City will appear in an upcoming installment of this column. We will publish a few early member submissions at the same time, examples of an establishment or two and the occupants.

The city will be an invaluable source of adventures for RPGA™ members' campaigns. More plans will be revealed soon about the Living City, and the city's name will be announced after the RPGA™ members' ballots from the name the city contest are totaled. In the meantime, journey down the road with us. Rather than presenting the city itself in this issue, we decided to present first the road that one must travel to get there (this shouldn't be surprising considering this column's title). The road should whet your appetite for the city at its end.

Encounter #1 — Brownie Misery

by Mike Lach

Brownie Misery is principally a role-playing encounter. It takes place while a party of player characters is traveling through a forested area in late spring or summer. It has been written with a good-aligned and well-balanced party of levels 5-7 in mind, but may be altered to suit any type of party with little effort.

Read or paraphrase the following text to the players.

> The lush forest crowds the trail closely on either side. The foliage is not heavy, but light and airy. The air is filled with a warm breeze and the song of birds. Patches of sunlight dot the forest floor, which is carpeted with swaying grasses, multi-colored toadstools, perky flowers, and delicate ferns. The atmosphere is balmy and relaxing.
>
> As you decend a slight grade in the path, you begin to hear voices softly crying. The sounds come from a small glade to the side of the path, maybe twenty-five yards ahead.

Seven brownies are making the sounds the PCs hear. They are crying because one of their number has been stricken with a strange disease — temporary catatonic insanity. That brownie, named Oberon, was using his *dimension door* ability when he was attacked by a brain mole, with disasterous effects.

Brownies: 7; AL LG; INT High; SZ S (1 1/2′); MV12″; AC 3(7); HD 1/2: hp 3 each; THAC0 20; #AT 1; Dmg 1-3. Special Attacks/Defenses: Blends for *invisibility;* never surprised; Dex 18;

Saves as CL 9; Aids LG alignments 50%; Once per day: *protection from evil, ventriloquism, dancing lights, continual light, mirror image (3 images), confusion, and dimension door.*

Brain Mole: 1; AL N; IN Animal; SZ S (3"); MV 1"; AC 9; HD 1 hit point; THAC0 N/A; #AT Nil; Dmg Nil. Special Attacks: 121 point *mind thrust* has 20% per round to drive non-psionics insane, R 30'.

Running The Encounter: Brownies are usually quite shy, but these need the PCs' help. While remaining invisible on the clearing's edge, they will timidly ask for assistance. If the party members are relatively amiable, the brownies will quickly open up, and become talkative. They will ask the characters what they are doing in the forest, what are their favorite dancing songs, invite them to play musical toadstools, etc. Use your imagination and the personality notes below to really make these guys come alive!

Once the brownies determine the PCs are friendly, they ask them to help Oberon. Oberon was playing, using his *dimension door* just for the fun of it, when he suddenly appeared in a trance-like state, and wouldn't move. He still breathes, but does not respond to anything. He currently lays in a small nest a short hike off the trail.

As the characters walk to the nest, one of them (selected at random) will notice that the ground seems particulary squishy underfoot. Closer inspection will reveal that this is due to extensive mole tunnels right beneath the suface. If the PCs use any psionic power or spell that resembles one (see DUNGEON MASTERS GUIDE Tome, Appendix C, page 182. Or see POLYHEDRON™ Newszine Issue #13, page 21, Psionic spells by Kim Mohan) the brain mole will attack. Simply collapsing the tunnels will force the mole to the surface, but this makes it angry so that it will attack a random target each round until killed.

Special Note On Curing Insanity: It is permissible in this instance only to allow a *cure disease* or *cure serious wounds* to remove Oberon's insanity. This can be justified by the following: brownies are less susceptible to insanity than are humans and demi-humans due to their high intelligence, inherent physiology, and healthy living environment, and catatonia is **so** diametrically opposed to a brownies' general attitude. Remember that this is a special case, and shouldn't be used in any other instance.

Once Oberon is healed and the brain mole slain, the brownies will be overjoyed. They will sing and dance all around the PCs, and give them their most valuable possession: one dose of a potion of plant growth. They can also advise the party about the road ahead (you supply the information). If you are using Canaries' Song, the brownies warn the party to be nice to the hermit when they meet him. If asked to explain, the brownies say that a crazy old hermit has recently begun wandering about near the edge of the forest; he usually just talks to his birds, but he stops every human or demi-human who comes out of the forest and asks for money. If the party wants still more details they will describe the birds, seven small yellow songbirds which flutter around the hermit chirping and singing. The browines add that whenever the hermit talks to them they all settle down and listen to him. The brownies don't know what the hermit says. The brownies also add that the hermit can probably use fire magic, because he occasionally leaves large burned patches in his wake. None of the forest creatures mind; though, because he never uses his fire spells inside the forest. The brownies know nothing else about the hermit.

Role-playing Brownies: Brownies are small and short, and talk in fast, high-pitched voices. They enjoy fun and games more than anything else, and will often talk in sing-song rhymes or dance when being spoken too. Their attention span is short. They are very similar to smart, happy little children.

In this encounter, the brownies will be unusually sad and melancholy. They are upset about the attack on Oberon, and wish to help him. Try to invoke your players' sympathies in any way you can. If you're able to sob pitifully, rub your eyes like a small child, choke and gulp while you speak, all the better! Don't let up. If the PC's are anything but kind and sympathetic toward the Brownies, they will get very angry and will attack — to kill if the party isn't made up of Good-aligned characters, wound and harass otherwise.

Encounter #2 — Canaries' Song

by Jean Rabe

Canaries' Song is an adventure playable by characters of any level; however, it is recommended for groups of six players or less. This is primarily a role-playing encounter, but the players also have to be observant and do some quick thinking. The encounter takes place on a road through a lightly wooded area. If you are using this encounter in conjunction with Brownie Misery it takes place just as the party is leaving the forest (see above).

In this encounter the party meets Mortimer Mittlemer, a *chaotic neutral* illusionist who is trying to make passers-by believe that he is the platinum dragon so that he can swindle them out of their money. Using oil, Mortimer scorches a part of the ground to make it appear as if a dragon breathed there. He adds to this bits of bone (left from his supper), scraps of leather and a broken weapon or two. He moistens the ground enough so his footprints can be seen leading away from the scorched area, as he wants wayfarers to follow his trail.

Mortimer sits in a small clearing about 20 yards from the road. He chose this location so that if wayfarers did not pursue his tracks, he could spot them on the road and go to them.

Mortimer has in his company two thieves (one of whom is his wife). They hide in a nearby copse of trees keeping watch on the road, and are always ready to go to Mortimer's aid if necessary. The trio only accosts adventurers and wealthy merchants, as they consider, correctly, that other folk are either too poor or too dangerous to be worth the trouble.

> The road takes you into a relatively open area of grassland dotted with small stands of broad-leafed trees. The nearest of these is about 50 yards away, right next to the road. The light breeze carries the smell of something charred, the unpleasant scent of burned grass and leather. Glancing to the side of the road you discover its source. There is a large, triangular scorched area where the grass has been burned to a blackened stubble.

If the party examines the scorched area:

> The triangle of scorched earth is about 90 feet long, and 30 feet wide at the base. A single set of human footprints leads away from the point of the triangle. The impressions are quite deep, as though they have been made by something very heavy.

Careful examination of the scorched area reveals bits of burned leather and bone, a few partially-melted silver pieces, a broken short sword, and a small yellow feather that has not been harmed by any flames. The ash in the area is cool, but fresh, not more than an hour old. A closer look at the footprints reveals that the ground is damp and slightly muddy.

The footprints lead to a small clearing containing an unusual old hermit.

> The footprints lead to a small clearing. A disheveled looking hermit sits in the middle of the clearing. The old man speaks authoritatively, but in a strange tongue, to seven small yellow birds. The birds sit quietly in a semi-circle before the man, dutifully listening to the speech. As you enter the clearing the man looks toward you and asks a polite question, though still talking unintelligibly. The birds, freed from the lecture, immediately begin to act like normal birds, hopping and fluttering about. Though none strays far from the hermit. One of the birds hops onto the man's head and begins to sing.

The language is gold dragon. If one of the characters speaks this language he will not catch what the man was saying to the birds, but will understand the man's question to the party; "How are you?"

The man is Mortimer Mittlemer, the seven birds are normal canaries. The birds remain with Mortimer because of his *ring of animal friendship*. They have been trained to sit and listen quietly whenever Mortimer speaks to them in gold dragon.

If the characters do not follow the footprints, Mortimer cuts them off a short distance down the road, crossing in front of them with his canaries in tow. In either case Mortimer will be very friendly, will eventually talk to the characters in common when he realizes they cannot understand what he is saying and will ask for gems and gold from the characters to aid his "cause."

Mortimer will begin talking to the player characters in gold dragon, changing to common when he pretends he realizes they can't understand dragon speech. He puts a

gold piece in his mouth to suck on, and begins telling the party he is in need of gems and other treasure. Read or paraphrase the following speech to the players:

> "My friends, I, Platonious, need your assistance to help the good creatures of the kingdoms to the north. The riches are needed to support and pay for food for armies which have gathered to protect the borders. What can you spare, my friends? I have already exhausted much of my great wealth to aid these good creatures."

Mortimer might talk about how he has flown over the area and has seen the hungry soldiers. He will hint that his friends the canaries are also aware of the problem. If the players seem interested in the situation, he will say he intends to add his awesome might and that of his canaries to aid the armies. Mortimer, of course, has no plans to help any armies. And the canaries can't do anything to help a fight. It wouldn't matter anyway. There are no armies gathering in the north. And there is no war about to be fought.

If the characters give Mortimer treasure, Mortimer will be pleased. However, he might be tempted to ask them for more, as he is very greedy. While Mortimer is talking to the characters, the two thieves will sneak up to some of the characters by moving silently, and will attempt to pick their pockets and their horses' saddle bags. Mortimer does not want the horses to get too close to him, for he fears his *ring of animal friendship* could effect them. He will ask the characters to keep the horses back, saying his canaries don't want the horses too close. It might be too tempting for them.

If the characters suspect Mortimer is the platinum dragon, or ask him for some sort of proof, Mortimer will drink a *potion of fire breath*, hiding the vial in his sleeve. He will breath near the party, but not too close, as he does not want to harm the two thieves, who are nearby waiting to pick the characters' pockets. However, if the party threatens him, he will breath on a character or two, hoping the thieves will get out of the way.

If the characters challenge Mortimer, he will throw *dust of disappearance* on himself and the canaries and begin a spell assault. If the party appears too strong, Mortimer will use the *dust of disappearance* to escape. The thieves also will retreat, keeping themselves hidden with the *dust of disappearance* and *cloak of elvenkind*.

If the characters catch on to Mortimer's scheme, and Mortimer is forced to flee, he will try to flee using his *dust of disappearence* and his *alter self* spell to grow wings. If Mortimer has difficulty shaking a determined pursuit, he flees into the forest where he uses his *massmorph* to turn himself and the birds into trees. He will include the two thieves in the *massmorph* if he can do so without risk to himself. He might even search for the thieves after he has sucessfully escaped the party to see if they're safe—only if he believes he can do so without endangering himself. If he finds the thieves in trouble he might help them if he can do it safely.

If Mortimer is able to bring in a good amount of treasure from conning a party, he and the thieves will lay low for a week. They will work an area for a few months and then move to another city for a time. They consider their base of operation along this road.

Mortimer and his wife have invested much of their wealth in a lending institution and a tavern in the Living City. They also spend a considerable amount of gold pieces on *dust of disappearance*. Mortimer and Marilyn live in a room above the tavern when they stay in the Living City. They usually go to the Living City when they have run a few too many scams and fear they might be facing the law. Near their cabin about four miles from the spot they are running their current con game, they carefully have hidden 2,500 gold, 3,100 silver, 200 copper, three emeralds worth 1,000 gp each, a ruby worth 2,000 gp, three small diamonds worth 2,000 each and a wand of magic detection with 18 charges.

Mortimer Mittlemer

8th Level Male Human Illusionist

STR: 9
INT: 14
WIS: 16
DEX: 17
CON: 10
CHA: 10
COM: 8

AC normal: 2
AC rear: 5
Hit Points: 38
Alignment: Chaotic Neutral

Equipment: *bracers of defense* (AC 5); *ring of animal friendship; dagger +3; staff +1;* two *potions of fire breath;* five applications of *dust of disappearance;* three *potions of healing.*

Spells carried:
Level 1: *audible glamer; change self; chromatic orb; hypnotism.*
Level 2: *alter self; improved phantasmal force; ventriloquism.*
Level 3: *non-detection; spectral force.*
Level 4: *massmorph.*

Personality: Mortimer is selfish and greedy. Although he now loves his wife, Marilyn, he married her because he saw her thieving abilities as a way to garner himself a profit. When dividing the treasure, Mortimer takes 60 percent for himself, 30 percent for Marilyn and 10 percent for Elmerth. Mortimer frequently thinks only of himself and how he can get richer.

Depending on the characters' reactions to the dragon scam, Mortimer might use his spells, such as *spectral force*, to make himself and the canaries appear as the platinum dragon and seven gold dragons.

History: Mortimer Mittlemer never had much luck adventuring. He tried joining a few small bands of adventurers, but they did not appreciate his greediness. Mortimer's favorite magic item is *dust of disappearance*. When the band he was with found treasure, Mortimer was quick to spread a little *dust of disappearance* on some of the gems so he could take them without his comrades knowing about it. He reasoned that way he could get a double share of the treasure. Unfortunately — from Mortimer's perspective — the party found out and relieved him not only of the extra treasure he took, but of all his own personal wealth and magic items. So Mortimer was forced to begin rebuilding his wealth.

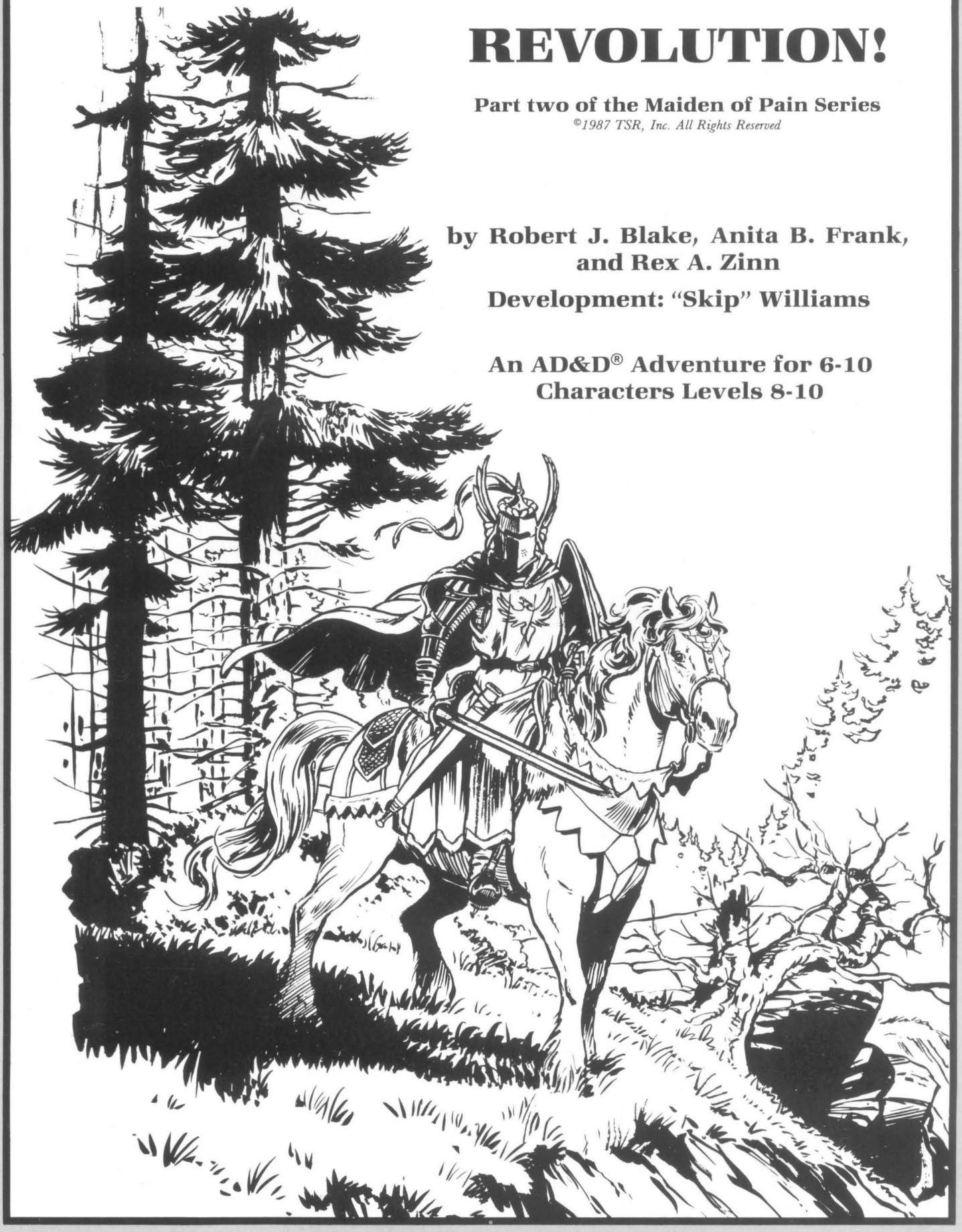
His last attempt to adventure with a group also resulted in disaster. The small band had virtually cleaned out a cavern that had been inhabited by ogres and a few trolls. The treasure gathered was considerable. But it didn't remain in the band's possession long. On the journey home the adventurers crossed the path of three very large black dragons. The black dragons took the treasure, and Mortimer was the only adventurer to escape with his life — thanks to his *dust of disappearance*.

Although Mortimer was once again thrown into poverty, he now had a better idea of how to become wealthy. Mortimer decided he would become a dragon and take treasure from adventurers.

Mortimer took a job with a wealthy merchant, and was paid a decent wage to entertain the merchant's children. When he raised enough money in wages and pilfered treasures from the merchant's home he purchased more spells, several pots of *dust of disappearance* and a few potions. In addition, Mortimer paid for language lessons from a scholar who spoke gold dragon. Mortimer had been unable to find someone who could speak black dragon.

Next, Mortimer began to study about dragons and learned of a tale about a sage who saw a hermit with seven gold canaries flitting about the hermit's head. The hermit's and canaries' true forms, the platinum dragon and gold dragons, were revealed when a few trolls wandered into view. Immediately Mortimer had a plan. He purchased a dozen canaries (five of which remain in a cage in his home). With his *ring of animal friendship*, which he stole from the merchant, he was able to get the canaries under his influence so they would always remain near him and sit quietly while he talked.

(Continued on page 30)



REVOLUTION!

Part two of the Maiden of Pain Series

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by Robert J. Blake, Anita B. Frank, and Rex A. Zinn

Development: "Skip" Williams

An AD&D® Adventure for 6-10 Characters Levels 8-10

Players' Introduction

Your party has just returned to Kittala after completing a quest assigned to you by no less a personage than Ukko, the supreme deity of Kalevala. Your adventure began one night when a friend of yours, the cleric Bierk, was kidnapped. When you discovered Bierk missing you enlisted the aid of two of Eliel's colleagues, both thieves. You soon traced Bierk to a shrine thought to be dedicated to Ukko, but actually dedicated to the evil goddess Lovitar, Maiden of Pain. You sent the two thieves inside to reconnoiter, warning them to keep their eyes open and their hands to themselves. They ignored your warning, however, and opened an ancient tome they found inside the shrine. This caused an explosion which gutted the shrine and killed the thieves. It affected Bierk not at all for he was already dead.

As you examined the wreckage of the shrine, Uriel, one of Ukko's air maidens, appeared. She explained that the tome was the *Book of Fate,* an evil artifact that reveals half-truths and distortions about the future, and not in mere written words but in vivid illusions. Uriel explained that the opening of the *Book of Fate* precipitated a conflict the outcome of which will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. She also helped you understand the visions you saw in the book's pages.

The first event depicted in the book was the resurrection of the evil hero Urho, destined to lead the Pohjolan armies. To thwart this, you recovered Mordvin, Urho's sword, from its dwarven guardians, dealt with murderous ice dwarves and a treacherous cleric, and solved the Ice Maze. In the end Urho was slain with his own weapon, the sword bursting from the evilness of its former master.

These things completed, you returned to your homes in the capital only to find the city abuzz with news of an impending revolt. You were able to discern very few facts from the web of rumor and speculation that entangled the city. You discovered that the hotbed of the revolt was a town called Vadya, and that the revolt's leader was a man named Torval. It was said that Torval had been murdered by his loyalist brother, Kerch, leaving the militant serfs leaderless and without restraint.

You had been in Kittala less than a day when you were summoned to the private chambers of Count Crispin, King Gerhart's chief adviser. Crispin told you that agents of Pohjola have convinced the serfs that they can overthrow the king and enjoy the benefits of self-rule. The serfs do not comprehend that once they have bled the country, their "benefactors" will move in and create a slave state.

Crispin then asked for your aid: "The peasant leader Torval is the key to this whole affair," Crispen said. "The rumors of his death could be true, but the only certainty is that he has disappeared, perhaps, as his followers believe, to consult with his pohjolan allies. We have Torval's alleged murderer, his brother Kerch, in custody here. Kerch's only defense against the charge of fratrocide is bald denial; furthermore, he claims that his brother has come to distrust the pohjolans as truly evil men who seek to use the serfs to their own ends. According to Kerch, his brother threatened to expose the plot and the pohjolans kidnapped him in order to "persuade" him to continue with the revolt. Kerch adds that he has been framed for the murder. There is considerable circumstantial evidence against Kerch, and our clerics have been strangely unable to confirm or disprove his plea. Kerch says that someone called Filden, who usually can be found at the Bogside Inn in Vadya, will corroborate his story. If Torval is dead, we must keep the news quiet, if news of the murder becomes generally known, the revolt will begin in earnest, for the murder will be blamed on the king's agents. If Kerch speaks the truth Torval must be rescued so that he may stop the revolt. I must send someone trustworthy to Vadya to seek out this Filden and learn the truth about this matter. Also, there is a wise old woman, a hag really, name of Meave I think, who lives in the woods southwest of Vadya. She is nearly omnipotent, but is a neutral. We must learn where her loyalties lie, soon We must all choose sides and she will be a great boon to her allies."

After you had agreed to perform these two tasks Crispin gave you a pass-phrase, "Uneasy lies the crown...", the response is "...but strong is the resolve." This will identify other loyalist agents. Crispin also gave you clothing of pohjolan manufacture, explaining that the peasants of Vadya will recognize it and assume that you are pohjolan agents. Loyalist agents are not welcome in Vadya right now.

After leaving Crispin, you quickly gathered your equipment and set out for Vadya, but the prologue of your present adventure was not over yet.

In the dawn of the second day on the road to Vadya, a gust of cold wind rose, then died revealing the brightly glowing figure of Uriel. Though still magnificent, closer scrutiny revealed that her garments were dusty and the hem of her battle skirt was caked with mud and dried blood. Her sword was nicked and her shield splattered with filth. Blood trickling from an unbound wound on her arm turned the snow at her feet crimson. "At Ukko's behest," she announced, "I have come to charge you with another divine quest! Through the actions of your comrades, the gods of Kalevala and Pohjola do battle in the outer planes. Both sides pay dearly for mortal foolishness and greed, but until now it seemed that both were evenly matched in skill and numbers."

Uriel paused and looked about her as if she heard something you did not, then began speaking more quickly. "There is little time and much to tell. Ukko once loved a maid of the woods and went to her in mortal guise. The child they made grew strong and gifted in the casting of the runes and their interpretation. Because of this semi-divine parentage and the decision to live in the deep forest the grown child, Sikkar, was made the keeper and protector of one of the most powerful artifacts on the earthly plane: the *Dark Mirror*. Loviatar has discovered the location of the mirror. Even now her minions approach to slay the wise-one and claim the mirror. This must not happen! In the hands of the dark gods it has the power to tip the balance in their favor. It is your task to claim the mirror for Ukko, and rescue his child if that, too, is possible." Uriel paused again as faint sounds of a battle became apparent even to you. "The battle goes hard," said Uriel. "You are some distance from your goal and the ice dwarves are even now hurrying toward Sikkar's cottage. To help you reach your goal quickly, Ukko sends you this *Seeker Shard*. It is linked to the mirror you seek and will guide you as truly as a lodestone points to the north. It will enable you to go straight to the wise-one's cottage.

With that Uriel disappeared, leaving you with the shard, a chunk of stone roughly two inches long and one half inch wide, with an arrow scribed along its length. Now you stand on the roadside, wondering how to use the shard. You attribute Uriel's abrupt departure to the growing sounds of battle, She appears to have left you to learn the use of the shard on your own.

Additional Equipment: The party has eight light horses and two medium horses in addition to the equipment listed on the character sheets.

Light Horses: 8; AL N; IN Animal; SZ L; MV 24"; AC 7; HD 2; hp 9 each; THACO 16; #AT 2; Dmg 1d4/1d4

Medium Horses: 2; AL N; IN Animal; SZ L; MV 18"; AC 5; HD 2 + 2; hp 15 each; THACO 16; #AT 3; Dmg 1d6/1d6/1d3

Notes for the DM

Using the Shard: The shard works like a compass needle, but instead of being magnetic, it is linked with the aura of the mirror and will always point directly to it. The proper method of use is to float the shard in a bowl of any type of liquid. An alternate method is to tie a string or thong around the balance point of the shard so that it may swing freely. Once the party has used one of these methods, the shard will point directly toward the mirror, where ever it is. It is not possible to walk around holding the shard out, taking constant headings. The liquid will spill or the string sway too much to make this ploy effective. The party must pause and check their bearings periodically.

Whichever method they choose, the shard will point off into the woods, away from the road, to the southeast. If the party leaves immediately, go to Encounter #1. If the party tries to locate the battle and join it, they will not be able to find it. It is taking place on another plane, although it can be heard here.

DM INTRODUCTION

Kerch's story is true — the pohjolans did kidnap his brother. To hide the kidnapping, they staged Torval's murder and framed Kerch. The pohjolans have taken Torval to their citadel (encounter #8) in order to "persuade" him to change his mind.

Crispin's story is not true, he has not attempted to confirm Kerch's story with clerical help because he is vacillating. He is considering a pohjolan offer of a handsome payment, in money and titles, to assassinate King Gerhardt. He's trying to decide if he will gain more by turning traitor or staying loyal. He fears that the truth about the Torval affair might ruin his chances to negotiate with the pohjolans, or expose him as a traitor. In order to gain time, and to give observers at the capital the impression he is actually doing something about the present crisis, he has sent the party to Vadya ostensibly to investigate Kerch's story and question Meave. He is really sending the party into a trap. Crispin's agents are already trying to eliminate Filden, and await the party in Vadya in order to guide them to the lair of a nearby night hag where Crispin hopes the party will be destroyed. He purposely misdirected the party to the night hag (Encounter #7), naming her as the sage Meave (Encounter #4). The party's destruction will give Crispin an excuse to sit back and waste time while he waits for a "report" from them.

Crispin did not foresee Uriel's appearance, but it will not materially affect the plan. Other unforeseen circumstances will, however. The proprietors of the Bogside Inn are royal spies who know the pass-phrase. Crispin, even though he is chief adviser, does not have complete information about the royal spy system and does not know that there are royal spies in Vadya. The spies, however, are sharp-eyed and quick witted, they have a good chance of spotting the party and foiling Crispin's plan by giving the party the right information, even though they don't know about Crispin's agents or his plan. Finally, Crispin slipped when he said "soon we must all choose sides." Sharp players will catch this and be wary of him.

Encounter #1: The Rune-reader's Cottage

In spite of the *Seeker Shard,* the duergar have arrived at the cottage ahead of the party. They have been here about a half hour; only their leaders, a human cleric, Capella, and her twin sister, Silvera, a mage, have been inside. Capella and Silvera tried to get the mirror through bluff, pretending to be Ukko's servants. Sikkar told the sisters that Ukko's servants would certainly be able to find the mirror on their own. Frustrated by this, Silvera *charmed* Sikkar and took him into the woods for interrogation while Capella stayed behind to look for the mirror. Two duergar remain in the cottage with Capella, *invisible,* the other five are with Silvera. Capella has located Sikkar's scrying device, a mirror with the powers of a *crystal ball with ESP,* hidden in a secret compartment in the mantlepiece, but she knows this is not the artifact for which she is looking. When the party arrives Capella will play the role of Sikkar and will offer the scrying mirror, trying to pass it off as the artifact. If this fails, she continues to play Sikkar and tells them to find the true mirror themselves. If they do find it, the sisters and their guards will try to take it from them.

> The trip to the Rune-reader's cottage takes the entire day. The going has been hard. The *Seeker Shard* points steadily toward your destination, but it's impossible to maintain a straight line in the forest. You have to recheck your bearings frequently in order to stay on course. The weather is fair and calm but for the rustling of leaves and the movement of small game in the underbrush. During the last few hours, however, visibility has been getting worse. Although sunset is still two hours away, the thick forest has already become dark and gloomy. Your forced march is beginning to make you all weary and hungry.
>
> A lighter patch of evening gloom ahead indicates a clearing. Soon the trees give way to a meadow that contains a small cottage with a thatched roof. Several sets of footprints leave the heavily trodden road that runs behind the cottage, go up to the door where the snow has been trampled into a muddy mess, and then go off to the north into the trees. The door to the cottage is ajar.

The *Seeker Shard* will point directly to the cottage. If the party searches the woods at the edge of the meadow they will find Silvera and Sikkar, the five duergar are hiding nearby, *invisible*. The party cannot surprise Silvera, because the duergar are watching for the party's approach. One duergar also watches the cottage, in case Capella needs help. If the party tries to approach Silvera and her prisoner she will flee into the woods, hoping to draw the party after her. If they follow, the duergar will fall on them from behind. Silvera will then tell Sikkar, still *charmed,* to hide from the "bad" people while she and her friends deal with them. Then she circles behind the party and begins using her spells (see **If a Fight Breaks Out** below). Unless she has to deal with the PCs herself, Capella will join the fight on the third melee round. If the PCs approach the cottage, Capella comes out to meet them.

> The door swings fully open and a short, plump, rosy cheeked woman rushes out. She seems agitated as she speaks. "At last! Thank the gods you have come! Not half an hour ago a filthy little band of dwarves broke in my door and demanded I give them the mirror! I was able to deal with them, thanks to my father's gifts, but it was a near thing. What was left of them fled to the north. The runes say that they will be back, best you take the mirror and go quickly, you aren't protected as I am. Come in out of the cold." The woman holds the door open and motions you inside.

If anyone checks the door, they will see that the simple latch mechanism has indeed been broken off. Capella did it in order to lend credence to her story.

> The interior of the cottage is neat and tidy, but the furnishings are crude. There is only one room, about 30′ by 20′, divided into a living area and, you assume, a sleeping area by a curtain hung between two free-standing closets. The living area contains a large fireplace with a stone mantle and hearth, a long trestle table with mismatched chairs and a crude wooden bench, a cushioned chair, and a thick woven rug. A large flat object wrapped in a black velvet cloth lies on the mantlepiece. The sleeping area is hidden behind the curtain.

The object on the mantle is Sikkar's scrying mirror, it is normally hidden in a secret compartment in the stonework. The two duergar are standing in the sleeping area, behind the closets. They are psionically *invisible* and observe the party by peeking from behind the curtain. A character who is watching the curtain carefully will see it move occasionally. If the character spots the movement and points it out, Capella dismisses it, explaining that the cottage is drafty.

Capella is evil, but does not radiate evil. A *know alignment* spell will reveal her true alignment (lawful evil). If confronted with this she will stall, act indignant, and tell the party that her alignment has nothing whatsoever to do with the successful reading of runes. If anyone challenges her claim and asks for a reading, she will agree, but have a bit of "trouble" locating the rune stones. ("Now let's see, they were right here, hmmmm...") when she does find them, she will do a very good job faking a reading. This woman is a consummate actress and not easily caught off guard (see **Reading** below). If anyone asks what her father's gifts are Capella gives a sidelong glance and says, "Some things are best left unexplained, it is sufficient for you to know that I am not without protection."

If the party attacks, Capella uses her *word of recall* to escape. The two duergar remain where they are in order to observe the party. If the duergar are discovered, they use their *expansion* ability and attack. With their extra height, they can shake the thatch roof, warning their comrades outside that something is amiss.

Whether the party comes right out and asks for the mirror, Capella will tell them she must give them a reading to make sure that all is in order before giving it up (see **Reading**), then hands over the scrying mirror. This mirror is large, about nine by twelve inches, and has a frame carved with charms and mystical symbols. With the proper command words, it functions as a *crystal ball with ESP*. When it is not operating as a scrying device it gives a normal reflection. It radiates a dweomer, but is NOT the artifact. The party can determine this by testing it with the *Seeker Shard*. The shard will not point to this mirror. If the party discovers the deception, Capella smiles and says apologetically, "Ah, you are indeed the All Father's chosen. Only true servants can identify the true mirror. You have passed the first test. Your second is to locate the true mirror. These tests are necessary, the runes are accurate in their own fashion, but cannot see into the hearts of mortals."

Reading: Capella will locate the runestones and scatter them on the table in front of the characters. She will carefully arrange them and consider them, moving them in different patterns. When she finally speaks, she makes the following statements, pausing after each:

"The gods are locked in mortal combat."
"(hmm, yesss,) You have faced many dangers to reach me!"
"You have already lost three friends."
"The Lady of Pain grows stronger."
"One of you is a traitor!"
"Ukko demands much from you, Lovitar's minions will inflict more death upon you."

Finding the mirror: The actual dark mirror is in a lead box, buried ten feet beneath the stones of the hearth. The entire cottage was built on top of the mirror to make it impossible to find with *detect magic* or by searching for secret doors. The only way to find it is by using the *Seeker Shard* or with a *ring of X-ray vision*.

If the shard is employed by the flotation method, it will point at the fireplace if held further than five feet away. If the shard is within five feet of the fireplace, it will tip down into the liquid indicating the hearth.

If the shard is suspended on a string, however, a downward tilt will be evident if the shard is within ten feet of the fireplace, but it will be oscillating so much that it will take at least five minutes to get a true reading.

Do not volunteer information about where the shard is pointing. Wait for the players to ask. As noted above, the shard can be used to test the decoy mirror; the true mirror can be used to move the shard, much as a magnet influences a compass needle. Sikkar's scrying mirror has no such effect.

It takes one turn to pry up the hearthstones, and two more to dig up the mirror. The mirror is kept in a lead box which is in turn kept in a very old, ornately carved wooden box. The wood is so rotten with age the act of

removing it causes it to crumble away, revealing the plain lead box underneath. The mirror itself is wrapped in a large, red velvet cloth.

Unwrapping the cloth reveals a round, dish-like object; absolutely black, showing no reflection at all, bearing the closed eyes symbol of Untamo on its back. If anyone decides to look into it, there will be no reflection; in fact no effect of any kind. The character will not be able to see his reflection from any angle. This is the *Dark Mirror*. It has the power to restore souls lost to the *Pilgrim's Pool,* and when used in conjuction with a *cure serious wounds* it can cure insanity (including *feeblemind*) once per day.

If Capella's charade hasn't been discovered by the time the party finds the mirror, she will try to get it from them. If the party is in a hurry to be on their way, Capella's job is easy, she simply sees them to the door and waves them off. This puts Capella and her two duergar behind the party. The duergar outside will see the party leaving and attack. If the party is inclined to spend the night at the cottage, Capella tells them that they are welcome, and offers them a meal. She asks one character to go and cut her some firewood. If the character goes, the duergar outside will jump him. If the character has the presence of mind to shout when he is attacked, the fight should be on. If not, Capella will wait for twenty minutes or so, then send someone out to look for the missing character. She will keep this up for as long as she can get away with it.

If the party accepted the decoy mirror and did not check its authenticity, Capella lets them go. She will eventually locate the mirror. She takes it and Sikkar to the citadel (Encounter #8).

If a Fight Breaks Out: The evil forces will try to fight outside where the duergar can use their *expansion* ability to the best advantage. Capella will cast *protection from good, resist fire* and *spell immunity* (*magic missile*) on herself. Her guards will place themselves between Capella and the party, using *expansion* at the first opportunity. Thereafter, Capella casts *silence 15' r.*, trying to catch the largest group of spell casters, then her *hold person* spells at any spell casters not effected by *silence,* or, if they are all effected, at two randomly determined, non-cavalier characters. Next she casts *spiritual hammer* and uses it to disrupt any spell casting. When the *hammer* runs out or is disrupted, she casts *command* (die) on the nearest PC, or *paralyzation* if no PC is in range. If meleed, she will cast *command* or *paralyzation,* depending on what she has left at the time, then uses her fail +2. If reduced to 15 hp or less, she will use her *word of recall* to escape. If the party has the true mirror and the character carrying it is killed or incapacitated Capella will try to get it either personally, or by directing a duergar to get it for her. Once Capella has the mirror she uses her *word of recall* and escapes to the citidel.

Silvera casts *stoneskin* and *protection from normal missiles* upon herself, and *haste* on herself and her five duergar. Thereafter she casts *mirror image*, then *Evard's black tentacles*, in the midst of the party. Next she casts *shout,* placing the cone where it will miss Capella and cover the most PCs and the fewest duergar. Next she casts *feeblemind* on a magic-user (or cleric if the MUs are out of action). Then she casts her *magic missile* spells wherever she thinks they will hurt the party the most. If meleed she will cast *whip,* trying to disarm a fighter, then uses her *staff of striking,* expending 3 charges per attack. If reduced to 10 hp or less she *teleports* to the citadel, arriving safely.

The Rune Reader: Sikkar remains hidden in the woods during the melee, following Silvera's instructions. If the party loses, the duergar will take him and the mirror to the citadel. If the party wins, Sikkar remains in hiding for several hours, then returns to his cottage. The party will find him if they search the woods. If the party simply leaves the area, they'll never meet Sikkar. If they stay in the area overnight, they might meet him, depending on where they are. When and if the party meets Sikkar he will be in a daze, his thinking fogged by the *charm.* If Silvera has been slain he will be distraught, but not hostile since he knows, in his wisdom, that she was evil. If questioned about his whereabouts during the encounter, he will tell the party what happened to him before the party arrived at the cottage (see the background material for this encounter). If the party doubts his indentity, he will point out that the *Seeker Shard* led them to the cottage, which proves that this is the Rune Reader's cottage since the Rune Reader is the guardian of the *Dark Mirror*. Then he demonstrates that all the clothing stored in the cottage fits him, proving that he is indeed the resident. If this fails to convince the party he suggests that the party clerics study the appropriate spells and question him in the morning.

If the party suggests that Sikkar join the party he will refuse, pointing out that now that the PCs have the mirror it is they who are in danger. No amount of persuasion will make him change his mind.

Sikkar will ask that the party return his scrying mirror, if they have it.

If the players ask for information or advice, he will probably not be able to help them much. A rune reading will take far too much time (2d6 weeks for any question that the party asks). He has only a 20% chance of locating Torval, Meave, or Fildin with his mirror. If he is successful, he will show the party what the characters look like and each character's general condition. Each character can be viewed only once, for ten minutes. This is not enough time for the mirror's *ESP* function to reveal anything useful (the characters viewed will not have any interesting random thoughts). See the appropriate encounter for details on the characters: Torval, #8, level 4; Meave, #4; Fildin, #3B. Sikkar can tell the party what the *Dark Mirror* does, if they think to ask. If one of the PCs has been *feebleminded,* he offers the information about the mirror's ability to cure insanity

Duergar: 7; AL LE; INT Very; SZ S (4'); MV 6"; AC 2; HD 4+2; hp 22 each; THAC0 15; #AT 1; D by weapon.
Special Abilities: Psionic ability 79, BCD/FGH; psionic disciplines at 4th level mastery: *expansion* (8', +4 damage), *invisibility* (IF 10), *molecular attraction, reduction*; +4 ST bonus vs. magic, immune to paralysis and poison; weapons: hammer, short sword.

Special Note on Duergar Abilities: The duergar in this module all have the psionic discipline of *invisibility,* this ability is to be handled in a fashion different from the discipline's description in the PLAYERS HANDBOOK® Tome. The SA section of the duergar's monster description includes an *invisibilty factor* (IF). If the IF is equal to or greater than an opponent's level, the opponent cannot see the duergar when it is using the discipline, and all of that opponent's attacks against that duergar are made at −4. If the opponent's level is higher than the IA, subtract the IA from the level and multiply the remainder by ten — this is the percentage chance that the opponent has to see the duergar. Thus an 8th level character has only a 20% chance to see a duergar with an IA of six (8 - 6 = 2 × 10 = 20). Each use of the discipline lasts one turn, and may be used once per turn at most. A character has one chance to see a duergar per use of the discipline. Note that when the encounter begins you must determine which characters can see which duergar. The *invisibility* discipline otherwise functions exactly as described on page 113 of the PHB. Each duergar also has the *expansion* discipline, the height increases and damage bonuses bestowed by this discipline are given in the monster description.

Capella: AL LE; S 13; I 12; W 17; D 17; C 16; Ch 16; Co 12; AC 0; C7; hp 53; THAC0 16; #AT 1; Dmg by weapon.
Equipment: *Flail* +2, *ring of spell storing (word of recall).*
Spells Carried: *command, protection from good, cause light wounds, cure light wounds* (x2), *silence 15' radius, hold person* (x2), *spritual hammer, resist fire, paralyzation, dispel magic, locate object* (cast), *spell immunity.*

Silvera: AL LE; S 13; I 18; W 17; D 16; C 12; Ch 17; Co 13; AC 2; MU11; hp 34; THAC0 13; #AT 1; Dmg by weapon.
Equipment: *Staff of striking* (21 chgs), *bracers of defense AC 4*
Spells Carried: *magic missile* (x3), *charm person* (cast), *mirror image* (x2), *whip, ESP* (cast), *protection from normal missiles, haste, dispel magic* (x2), *stoneskin, Evard's black tentacles, shout, feeblemind, teleport, dismissal.*

Sikkar: AL N (G); INT Genuis; SZ M; MV 12"; AC 10; HD 8; hp 22; THAC0 19; #AT 1; D Knife.
Special Abilities: Can use scrying devices as 10th level ranger; rune casting (like *legend lore* except any question can be asked) at will but a second casting cannot be started until the first is finished.

Encounter #2: The Fork

The road from Kitalla has led east and slightly south. Just ahead the way splits, one branch leading to the southwest and the other southeast. A weathered signpost at the junction wobbles in the breeze. Its crosspiece, bearing the lettering "Vadya," points southeast.

If a ranger or thief closely inspects the post, he can see that the earth has been recently disturbed, though the tampering was quite skillful and almost unnoticeable. It looks like the post has been turned in its hole.

The sign now points down the road that leads to the southeast. Crispin's assassins (encounter #3B) did this to misdirect the characters into the bog, and eventually to the night hag's cottage (encounter #7).

Encounter #2A: The Second Fork

You have traveled more than 40 miles from the fork and its sign. Now you've found a second fork and another sign. One branch leads

almost due west, the other to the southeast. The sign is new, but its lettering is crude. The sign reads "Vadya," and points to the southeast

This new sign was placed to direct the characters away from Vadya and toward the night hag.

Encounter #3A: The Streets of Vadya

Vadya, though a small place, is the meeting area for serfs from the surrounding baronial lands. It is enclosed by a 15-foot high wooden wall, a recent addition. The only entrance or exit to Vadya is by way of the three gates (north, south, and east). The characters should head for the inn as quickly as possible, for Crispin was quite correct: a band of armed men not attired as pohjolans or serfs will be looked upon as kingsmen and attacked.

If the characters are so disguised, they will have the run of Vadya, though they will learn nothing of import. Groups of serfs will pester them about when the revolution will begin, etc. Unless the characters say something stupid, the serfs will never catch on to the deception.

If not disguised, the party has ten rounds to reach the inn after entering the village; if they do so, go to Encounter #3B. If they are undisguised and still on the streets after that, a mob will begin to form and turn ugly, shouting threats and other nasty things; go to encounter #3C.

In either case, the characters will not be delayed at the gate; it is wide open and no guards are to be seen. It is likely they will want directions to the Bogside Inn, and a townsman will always be nearby if they wish to inquire. Otherwise, they will have to ride around until they find it.

Encounter #3B: Bogside Inn

The Bogside is a busy little tavern, located near the east gate and close to the large area of swamp just outside the walls. The common room is very crowded, the clientele mostly serfs and other common folk. A group of five men in dark cloaks sit brooding at a corner table, oblivious to the surrounding hubbub, one of them is carefully cleaning the rust off an old dagger. A burly man and a nondescript woman tend the bar, practically hurling mugs of brew at several serving wenches in an effort to keep up with the demand.

The couple behind the bar is Fildin, the innkeeper, and his "wife," Marta. They are royal spies and will give the proper response if given the pass-phrase. Fildin is not the man's real name, just his code name. That's why Crispin's assassins (see below) have not found him yet. If the PCs begin talking to the assassins, Fildin and Marta will become suspicious. If Sikkar was able to locate Fildin for the PCs in encounter #1, they will recognize him immediately.

The five dark-clothed men are assassins who Crispin has hired to eliminate Filden and to make sure that party is misdirected to the night hag. These assassins have failed miserably in their first task; there is no person named Fildin in Vadya, and there never has been (Fildin is using the name Lanark for his identity as the proprietor of the Bogside). The five are now mulling over their failure, cursing their misfortune, and drinking heavily. They are trying to keep an eye peeled for the party, but the drink has dulled their wits. (They're not intoxicated, but they're not as sharp as they should be.) They are also hopeful that their trick with the signposts will suffice to misdirect the party, since they don't want to tangle with a group twice their number. This also serves to dull their wits. The dagger is rusty because it's made from iron. Each assassin keeps two of these weapons for use against the night hag if necessary.

What happens next depends upon how the characters are dressed. If they are wearing the pohjolan garments that Crispin gave them, Fildin and Marta will watch them surreptitiously, trying to determine their business and intent. The assassins, on the other hand, will recognize them immediately (Crispin told them what the party would be wearing) and one of them will rise and quietly greet the PCs with the first half of the pass-phrase. Fildin and Marta will miss this exchange, it's lost in the general hubbub of the tavern.

Most of the patrons in this busy tavern don't even give you a second glance as you enter, but you seem to have drawn the attention of the five men in the corner. They appear to have begun a quick discussion as soon as they spotted you, and now one of them has risen and is approaching. When he gets within earshot he whispers softly, "Uneasy lies the crown..." He waits tensely for a reply.

If the party is wearing their own garments an immediate hush falls over the inn when the PCs enter. The hostility they encountered on the street is echoed in the tavern. Everyone in the tavern will stare angrily at the PCs except Fildin and Marta, who wear nervous smiles, and the five assassins, who are totally at a loss and will simply gape.

The noisy joviality of the tavern vanishes as you enter. In a moment the low roar subsides and you could hear a pin drop as most of the crowd stares belligerently at you. The five men in the corner seem more amazed than annoyed, and the couple at the bar smile nervously, "Belly up to the bar my lords and ladies," says the man. "The door of the Bogside is open to all, here there you louts! Make space for the newcomers, their silver's as good as yours." A space at the bar large enough for all of you slowly clears. The barman beckons you to come and fill it. The tavern's patrons shrug off their resentment and go back to drinking and talking. The five men at the table gallantly vacate their table in order to accommodate these displaced drinkers, then leave through the back door.

When and if the PCs approach the bar, Fildin greets them as any good bartender would; "What are you drinking today?" he asks with genuine cheerfulness. When he has the party's orders he and Marta hustle to fill them, making a considerable clatter, as he serves the drinks he quietly gives the pass phrase.

If the PCs have donned their own disguises, neither Filden nor the assassins will recognize them, and nothing will happen until the PCs start something, If the PCs simply begin asking questions, Filden and Marta will be quick to realize who the PCs really are, the assassins, who are getting farther into their cups, will be oblivious unless the PCs approach them directly.

If the party contacts Fildin and Marta they will get the following information as soon as they complete the pass phrase:

1. The pohjolans have established a base in a naked tower on the far side of the Great Spruce Bog. An assault now should catch them by surprise. A quick blow struck there will probably disrupt their military plans long enough to delay the revolt and allow the king to regain control. Fildin and Marta can direct the party to the tower (Encounter #8).
2. A group of heavily armed pohjolans passed through Vadya four days ago. Fildin recognized Torval in the center of the van, securely bound hand and foot to his mount. The troop rode hurriedly through the south gate. Thus Kerch did not kill Torval. Fildin does not know exactly were Torval was taken, but guesses the citadel.
3. The way to the citadel is guarded by a nearly undefeatable pohjolan agent, a night hag. The only way to avoid the hag is to detour through the swamp, along a secret path (encounter #6). Fildin and Marta tell the PCs how to find the path. The only way to defeat the hag is with some sort of special weapon. The spies don't know what kind of weapon.
4. The dark-cloaked men have been in Vadya for more than a week, they know the pass-phrase, but don't seem to have been doing anything useful.

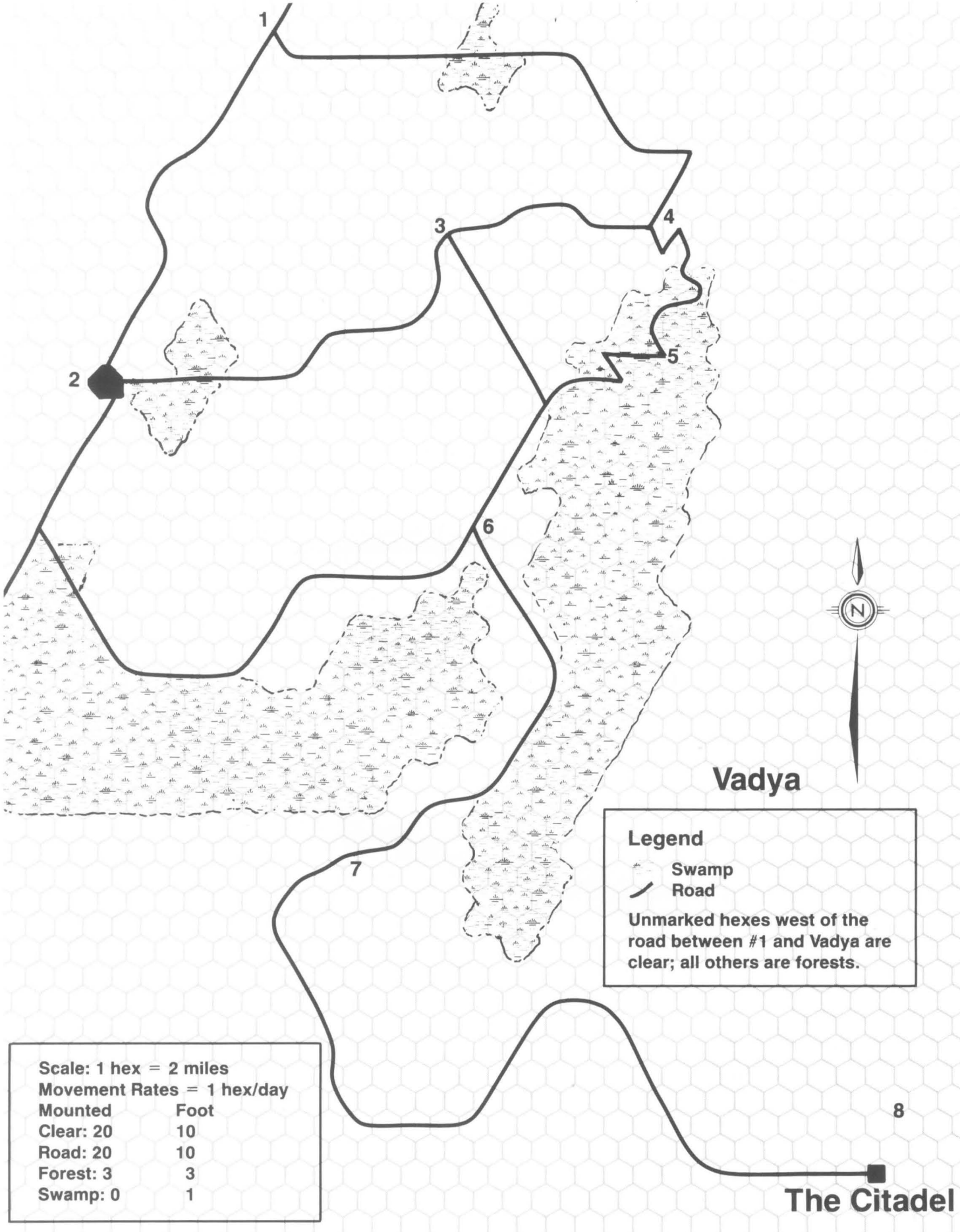
If the PCs ask about Meave, Fildin and Marta say that she is a wise-woman who lives to the east. She knows a great deal about history and lore, but has little knowledge of current events. She is no loyalist, but knows enough about Pohjola to be against the pohjolans.

If the party contacts the assassins they get the following story as soon as they complete the pass-phrase:

These members of Crispin's personal cadre of spies were sent to Vadya two weeks ago in order to locate the mysterious Fildin, apparently a very important person. This they have done, but they have been instructed to await a team of royal agents from Kittala who have the ability to confirm Fildin's identity and question him carefully. They have Fildin in the keeping of a local wise-woman named Meave, a neutral, but loyal enough when paid well. The assassins suggest immediate departure from Vadya, since the village is a dangerous place for loyalists.

If the players know who Fildin is and point out that Fildin is standing behind the bar, the assassins simply contradict them. "Naw, that's Lanark, the guy who owns this joint!" If the players reveal how they know that this is Fildin, the assassins simply point out that it's all the more important that the PCs question their Fildin and discover his true identity. If Fildin and the assassins are brought face-to-face, Fildin will not be able to disprove the assassin's story (part of it is true). The assassins are evil, but only a *know alignment* or *true seeing* will reveal this. If the PCs are in doubt, Fildin will suggest that the party stay the night and see what the party's clerical spells will reveal in the morning. The assassins will readily agree to this, but will quietly leave during the night.

If the characters agree to go with the assassins, they will be led out the south gate toward encounter #7. If the PCs know that Meave lives to the east and point this out the assassins say that the east road tends north, the south road actually goes farther east than the east road. This


1
2
3
4
5
6
7
8
N
Vadya
The Citadel
Legend
Swamp
Road
Unmarked hexes west of the road between #1 and Vadya are clear; all others are forests.
Scale: 1 hex = 2 miles
Movement Rates = 1 hex/day
Mounted Foot
Clear: 20 10
Road: 20 10
Forest: 3 3
Swamp: 0 1

Eliel

7th Level Dwarf Female Fighter

Ability Scores

STR: 17 *+1 hit/+1 dam, + 50#wt, Drs 1-3, BB-LG 13%*
INT: 10
WIS: 9
DEX: 15 *−1 AC bonus*
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 12
COM: 9 *homely*

Description

Age: 58
Height: 4′
Weight: 130#
Hair/Eyes: Black/brown
Alignment: NG
Deity: Ahto

Combat Data

THAC0: 14
AC normal: 1
AC rear: 3
Armor type: *Splint +1 & Shield*
Hit Points: 62

Weapon Proficiencies: falchion (specialist), battle axe, hand axe, dagger
NPP: −2

Mika

6th-Level Male Half-Elf Ranger

Ability Scores

STR: 18/55 *+2hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%*
INT: 13
WIS: 15 *+1 ST bonus*
DEX: 17 *+2 reactions/missiles, −3 AC bonus*
CON: 14 *SS 88, RES 92*
CHA: 15 *+15% reactions*
COM: 17 *good-looking, +17% reactions, fascinate females WIS 8 or less*

Description

Age: 49
Height: 5′9″
Weight: 135#
Hair/Eyes: Gold/violet
Alignment: NG
Deity: Mielikki

Combat Data

THAC0: 16
AC normal: 2
AC rear: 5
Armor type: *Leather +3*
Hit Points: 41
Weapon Proficiencies: Long sword, short bow (specialist)
NPP: −2

Eino

8th-Level Female Human Cleric

Ability Scores

STR: 12 *+ 10#wt, Drs 1-2, BB-LG 4*
INT: 14
WIS: 17 *+3 ST bonus, +2 each L1, L2 spells, +1 L3 spell*
DEX: 13
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 16 *+25% reactions*
COM: 17 *good-looking, +17% reactions, fascinate males WIS 8 or less*

Age: 31
Height: 5′7″
Weight: 130#
Hair/Eyes Blond/green
Alignment: LG
Deity: Ukko

Combat Data

THAC0: 16
AC normal: 2
AC rear: 4
Armor type: *Chain +2 & Shield +1*
Hit Points: 59

Weapon Proficiencies: mace, hammer, sling
NPP: −3

Saving Throws

Poison, paralysis, death	7
Petrifaction, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

Juhani

Female Human Thief/Magic-User (2/6)

Ability Scores

STR: 10 *Drs 1-2, BB-LG 4%*
INT: 17
WIS: 9
DEX: 16 *+1 reactions/ missiles, −2 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 18 *+35% reactions*
COM: 20 *beautiful, +30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less*

Description

Age: 29
Height: 5′9″
Weight: 130#
Hair/Eyes: Black/brown
Alignment: CN
Deity: Tuoni

Combat Data

THAC0: 19
AC normal: 2
AC rear: 4
Armor type: *Bracers AC 4*
Hit Points: 27

Weapon Proficiencies (as magic-user): staff
NPP: −5
Weapon Proficiencies (as thief): dagger, club
NPP: −3

Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

Eemil

7th-Level Elven Male Magic-User

Ability Scores

STR: 9 *Drs 1-2, BB-LG 1%*
INT: 18
WIS: 14
DEX: 14
CON: 17 *+2 hp/die SS 97, RES 98*
CHA: 12
COM: 10 *average*

Description

Age: 280
Height: 5′
Weight: 98#
Hair/Eyes: Silver/black
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 19
AC normal: 7
AC rear: 7
Armor type: *ring of protection +3*
Hit Points: 36

Weapon Proficiencies: dagger, dart
NPP: −5

Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

Toivo

7th-Level Male Gnome Thief

Ability Scores

STR: 9 *Drs 1-2, BB-LG 1%*
INT: 10
WIS: 9
DEX: 17 *+2 reaction/missiles, −3 AC bonus*
CON: 9
CHA: 9
COM: 9 *homely*

Description

Age: 90
Height: 3′9″
Weight: 80#
Hair/Eyes: Brown/brown
Alignment: CN
Deity: Tuoni

Combat Data

THAC0: 19
AC normal: 4
AC rear: 7
Armor type: *Leather +1*
Hit Points: 38

Weapon Proficiencies: dagger, short sword, club
NPP: −3

Saving Throws

Poison, paralysis, death	12
Petrifaction, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

*Add +2 race bonus where applicable
*Add +3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Languages: common tongue, lawful good
Spells/day: 5 5 4 2

Equipment

Magic Items: *chain +2, shield +1, mace of disruption, potion of fire resistance*
Normal Equipment: spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15′ rope, sling, 20 bullets, 3 vials holy water, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Special Abilities: Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30′) inflicts double damage
Languages: Normal Half-Elven Languages

Equipment

Magic Items: *leather +3, long sword +1, 6 arrows +1, periapt of proof against poison +1*
Normal Equipment: short bow, 35gp, spear, 50′ rope, 10′ pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

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Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

*Add +4 race bonus where applicable
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 2/1
Special Abilities: Normal dwarven abilities
Languages: common tongue, normal dwarven languages

Equipment

Magic Items: *splint +1, ring of water breathing, battle axe +1, potion of heroism*
Normal Equipment: 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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Racial & Professional Skills

Attacks: 1/1
Special Skills: Normal gnomish skills
Languages: normal gnome languages

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

Equipment

Magic Items: *leather +1, dagger +2, potion of climbing, potion of healing, gloves of thievery*
Normal Equipment: short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50′ rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

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Racial & Professional Skills

Attacks: 1/1
Languages: common tongue
Spells/day: 4 2 1

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

Equipment

Magic Items: *bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking*
Normal Equipment: 2 large pouches, leather backpack, 10′ pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

Spell Book

Level 1 Spells *(Memorize 4)*

Dancing Lights	*Detect Magic*
Feather Fall	*Hold Portal*
Magic Missile	*Read Magic*
Shield	*Sleep*

Level 2 Spells *(Memorize 2)*

Continual Light	*Detect Invisibility*
Invisibility	*Knock*
Levitate	

Level 3 Spells *(Memorize 1)*

Dispel Magic	*Fireball*
Hold Person	*Hold Person*
Lightning Bolt	

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Racial & Professional Skills

Attacks: 1/1
Languages: common tongue
Spells/day: 4 2 2

Equipment

Magic Items: *ring of protection, +3, Cloak of Elvenkind, Scroll: Otiluke's Freezing Sphere*
Normal Equipment: 6 daggers, 12 iron spikes, waterskin, spell book, leather backpack, 20 darts, spell components, tinderbox, 60gp, silver mirror, iron rations, 2-large pouches

Spell Book

Level 1 Spells *(Memorize 4)*

Dancing Lights	*Detect Magic*
Feather Fall	*Hold Portal*
Magic Missile	*Read Magic*
Shield	*Sleep*

Level 2 Spells *(Memorize 2)*

Continual Light	*Detect Invisibility*
Invisibility	*Knock*
Levitate	

Level 3 Spells *(Memorize 2)*

Dispel Magic	*Fireball*
Hold Person	*Hold Person*
Lightning Bolt	

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Vaino
6th-Level Male Human Paladin

Ability Scores

STR: 16 *+1 dam, + 35#wt, Drs 1-3, BB-LG 10%*
INT: 12
WIS: 16 *+2 ST bonus*
DEX: 15 *−1 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 18 *+35% reactions*
COM: 15 *good-looking, +15% reactions, fascinate females WIS 7 or less*

Age: 38
Height: 6′6″
Weight: 245#
Hair/Eyes: Black/gray
Alignment: LG
Deity: Ukko

Combat Data

THAC0: 16
AC normal: 1
AC rear: 4
Armor type: *Chain +1 & Shield +2*
Hit Points: 42

Weapon Proficiencies: lt. lance (choice), long sword (choice), horsemens's mace (choice), dagger, short sword
NPP: −2

Minna
6th-Level Human Female Cleric

Ability Scores

STR: 15 *+ 20#wt, Drs 1-2, BB-LG 7%*
INT: 9
WIS: 18 *+4 ST bonus, +2 each L1, L2 spells, +1 each L3, L4 spells*
DEX: 15 *−1 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 17 *+30% reactions*
COM: 16 *good-looking, +16% reactions, fascinate males WIS 8 or less*

Description

Age: 25
Height: 5′2″
Weight: 105
Hair/Eyes: Blonde/blue
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 18
AC normal: 1
AC rear: 3
Armor type: *Chain +2 & Shield*
Hit Points: 34

Weapon Proficiencies: flail, hammer, staff
NPP: −3

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Aleksis
6th-Level Human Male Cleric

Ability Scores

STR: 15 *+ 20#wt, Drs 1-2, BB-LG 7%*
INT: 10
WIS: 14 *+2 L1 spells*
DEX: 11
CON: 17 *+2 hp/die SS 97, RES 99*
CHA: 12
COM: 14 *good-looking, +14% reactions, can fascinate females WIS 7 or less*

Description

Age:
Height: 6′
Weight: 185#
Hair/Eyes: Blonde/blue
Alignment: NG
Deity: Mielikki

Combat Data

THAC0: 18
AC normal: 2
AC rear: 4
Armor type: *Splint & Shield +1*
Hit Points: 62

Weapon Proficiencies: hammer, footmen's mace, staff
NPP: −3

Alvar
5th-Level Human Female Cavalier

Ability Scores

STR: 17 *+1 hit/dam, + 50#wt, Drs 1-3, BB-LG 13%*
INT: 10
WIS: 10
DEX: 15 *−1 AC bonus*
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 14 *+10% reactions*
COM: 19 *beautiful, +28% reactions, fascinate males WIS 14 or less, fascinate females WIS 9 or less*

Description

Age: 39
Height: 5′11″
Weight: 140
Hair/Eyes: Red/hazel
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 16
AC normal: 1
AC rear: 3
Armor type: *Plate Mail & Shield*
Hit Points: 65

Weapon Proficiencies: med lance (choice), long sword (choice), horsemen's military pick (choice), horsemen's flail, broad sword
NPP: −3

Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

ELIEL once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and know makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

MIKA is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshiping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

EINO and Juhani are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

JUHANI is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

EEMIL's sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

TOIVO was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eliel adventured together in their younger days and were close friends. Eliel's infatuation with the Water Dwarf has caused the two to drift apart.

VAINO is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

ALEKSIS is a divout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

MINNA and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

ALVAR is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

Saving Throws

Poison, paralysis, death	9
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 2
Languages: Common tongue, neutral good

Equipment

Magic Items: *shield +1, staff-mace, dust of appearance (x2)*
Normal Equipment: splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

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Saving Throws

Poison, paralysis, death	11
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +2 vs illusions
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1
Special Abilities: Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10'r. immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points
Languages: Common tongue, lawful good, elf

Equipment

Magic Items: *chain +1, shield +2, long sword +1 flametongue*
Normal Equipment: long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

*Add +2 .vs Illusions
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1
Special Abilities: Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points
Languages: common tongue

Equipment

Magic Items: *military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)*
Normal Equipment: plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

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Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 3
Languages: common tongue

Equipment

Magic Items: *chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar*, boots of the north*

*The *Girdle of Ilmatar* indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.
Normal Equipment: holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

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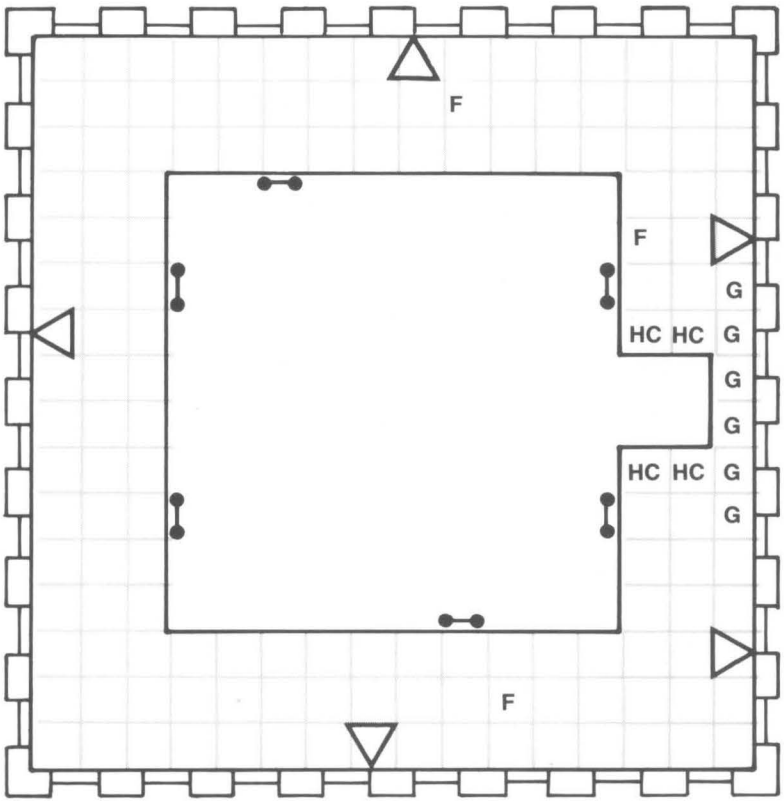
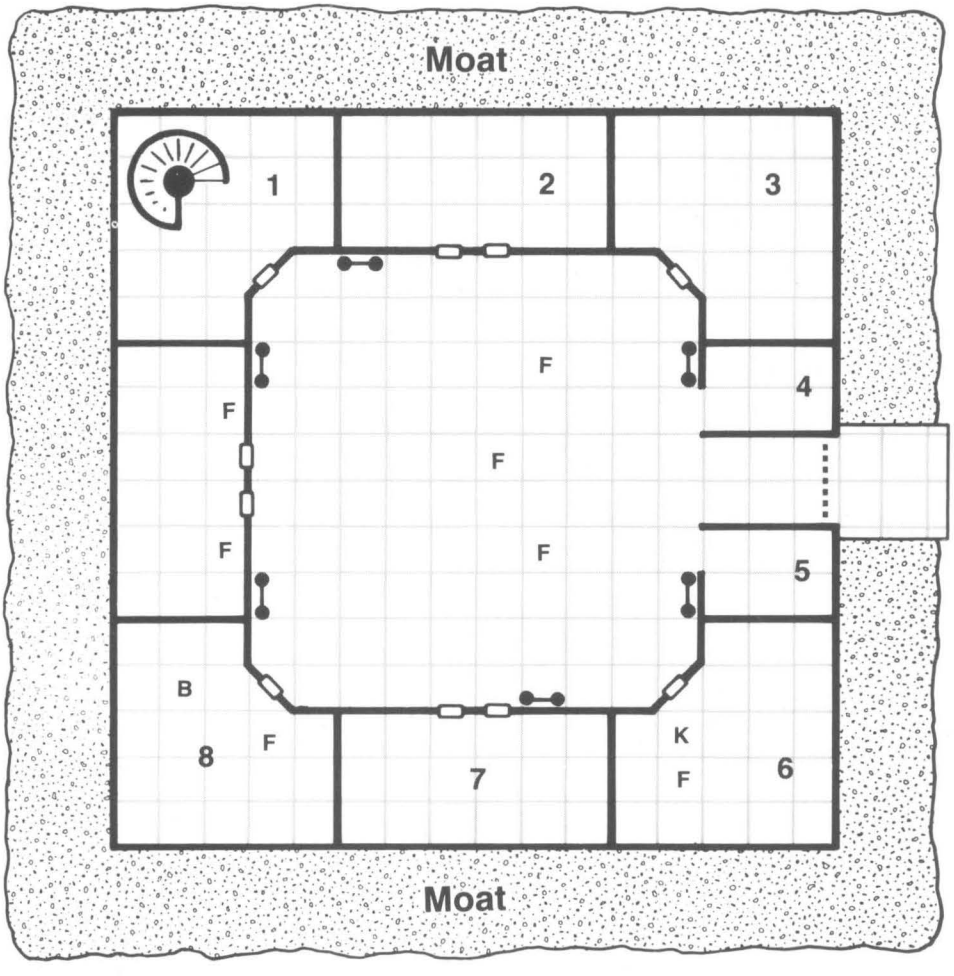


Level 1
Tower Roof

G = Greek Fire
HC = Hot Coals
F = Level 2 Fighter
Scale: 1 Square = 5′
All Ceilings = 15′

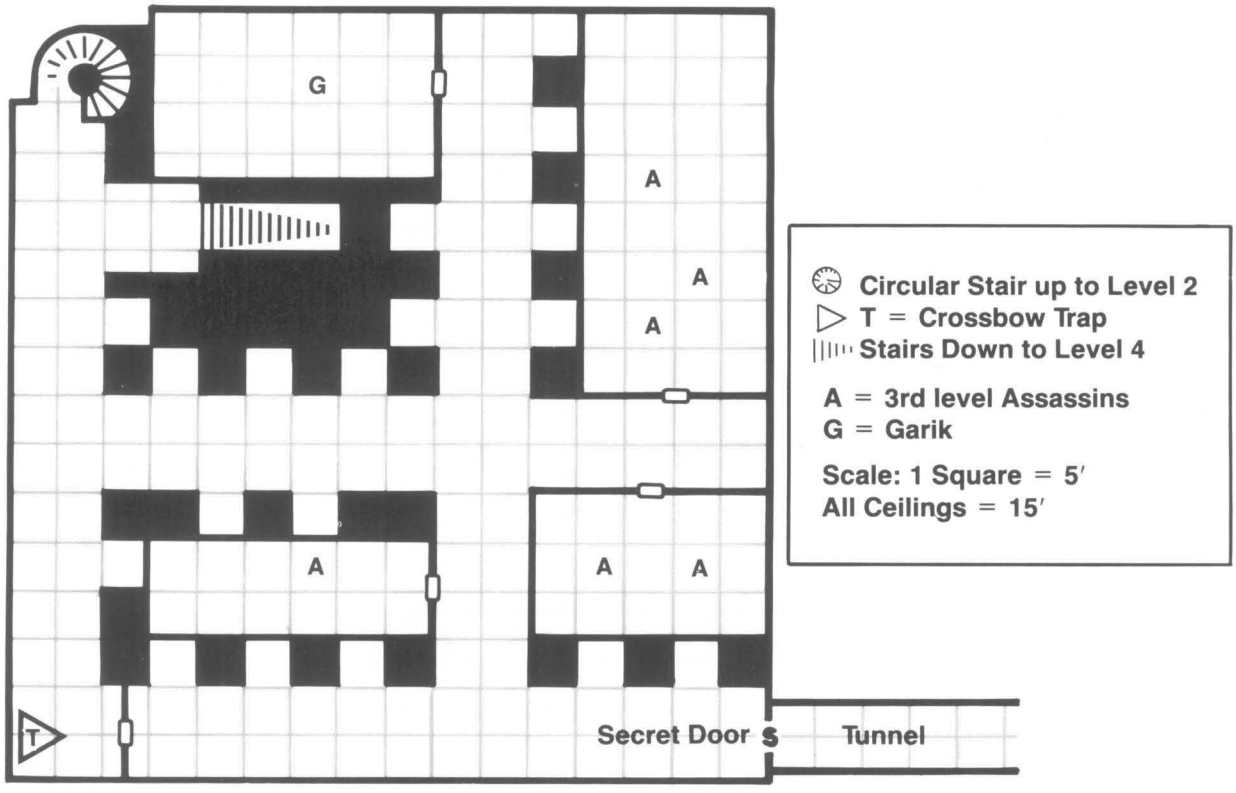


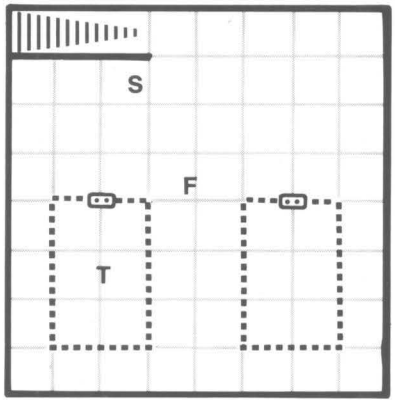
Level 2
Ground Level

Circular Stairs Down
Ladder to Roof
Portcullis
F = Level 2 Fighter
B = Brindle
K = Kolan

Drawbridge

Level 3
1st Dungeon Level





Level 4 -
2nd Dungeon Level

T = Torval
F = Fighter
S = Shrieker Alarm

statement is true. The assassins allow the party to set the group's marching order, and set the watches on any overnight stops. They do nothing hostile until reaching the night hag's cottage. If party discovers the assassin's subterfuge and attacks, they will try to flee, their light horses giving them a good chance to do so. Any assassin unable to flee will fight to the death (see encounter #7 for the assassins' stats).

If the party is undisguised when they leave the inn they are still under the ten round limit (see encounter #3A).

The party cannot buy adventuring supplies of any sort in Vadya, they've all been sold to peasants who are anticipating the revolt.

Encounter #3C: The Mob

If the PCs are undisguised while they are on Vadya's streets, a crowd begins to gather as they approach the ten round limit.

> The residents of Vadya have been giving you the cold shoulder, but now they seem to be taking an ominous interest in your wanderings, and a crowd of townspeople has begun following you. All are carrying farm implements or clubs, and quite a few have picked up large rocks. Evidently Crispin was right about the welcome you'd be getting in Vadya if you didn't disguise yourselves.

Over the next five rounds a total of 100 club and rake wielding serfs will have gathered, and the eastern road will be blocked. The characters should not attack the serfs, no matter how many they kill there always will be more. If they move quickly and get off the streets or out of town they'll have no trouble. As long as they're mounted they can easily outdistance the serfs. If they are on foot they'll probably get caught. Mounted or on foot, however, they must act quickly. On the 19th round the southern road will be likewise blocked. On the 23rd round the village will be sealed off and the characters automatically overwhelmed. Their horses will be taken away, but they will be allowed to retain all other equipment. They will then be unceremoniously booted out the northern gate. They may **not** enter the village again. If the PCs try to fight they will likewise be overpowered.

Serfs: 200 +; AL N; IN Low-Average; SZ M; MV 12″; AC 9; HD 0; hp 5 each; THAC0 20*; #AT 1; Dmg 1-4.
Special Attacks: Automatically overpower after 1d4 rounds due to weight of numbers, damage 2d12 + rear AC.

Encounter #4: Meave

> You see a small hut nestled amongst the great firs to the north of the road. No one can be seen, though a wisp of smoke climbs lazily into the pines from a stone chimney.

The hut is a simple wattle and daub affair with one door and no windows. It is in excellent repair. If the PCs make their presence known (by shouting, knocking, or simply examining the hut carefully), a woman calls from inside the hut. "Be ye friend or foe?" This is Meave, wondering aloud who has come calling. Regardless of the answer, Meave invites the party inside. "Then enter Meave's house if it be knowledge you seek, I've little else to offer."

If the party does not enter the hut, Meave ignores them. If for some reason the party answers "foe," Meave will be ready to use her *staff of power*. The party can enter any time, the door is not locked. If the party just walks up to the hut and opens the door Meave will be on her guard and more than a little offended, but will greet the PCs with her friend or foe question.

> Meave is a bent old woman who leans on a staff as she shuffles forward. She appears to be fragile and decrepit, but her eyes betoken wisdom and understanding. The hut's interior is cluttered with books and scrolls, household items, and a haphazard heap of cloaks. Three tabby cats stretch lazily by the hearth.

If the characters announced themselves as foes, are dressed as pohjolans or serfs, or simply entered unannounced Meave will allow them to enter the hut, then calmly point the staff at them and ask them to identify themselves and state their business. Her cats scurry to hide under the hem of her robe. Meave will wait up to three rounds for an acceptable answer before she blasts the characters. Any reasonable answer will do, Meave is not in the mood for a fight. Meave does not know the pass-phrase, but will recognize its purpose and will surmise that the characters are on the king's business. If the party has difficulty understanding Meave's hostility, she asks them to explain their actions or garments (or both).

If attacked, Meave will try to defend herself and drive the intruders away. If proper identification is not forthcoming in three rounds, she will fire a *cone of cold* from the staff. If meleed, she will attack using the staff as a melee weapon. When she has taken 10 points of damage, she will break the staff in a retributive strike. Meave (and her cats) will be blown to another plane by the explosive energy. If the characters wish to break off the fight and resume negotiations, Meave will do so.

If the characters are undisguised, or answered "friend" to her query, the players are free to pose questions as they would to a sage. It would be difficult to describe exactly what Meave will say, as that is dependent on what the characters ask. Meave will answer sage questions for anyone. She is also familiar with the countryside, but will not reveal this information unless she is sure that the PCs are not pohjolans. She can warn them about the bog ("...a swampy expanse rife with dangerous creatures and terrain..."), and the night hag (... a minion of evil who can only be defeated with magic - - when the magic works — or with iron or silver weapons..."), she knows that the hag can be avoided by taking the swamp path ("... a hidden footpath that winds even deeper into the bog..."), and she knows where the citadel is ("... Pohjola's foothold in Kalevala..."). She adds that she once overheard some pohjolan agent talk about using "the star", apparently a secret entrance to the citadel, she does not know where the star is.

Meave is conversant with all the legends and heroes of both Kalevala and Pohjola; if the players want such information, consult the Finnish mythos in the LEGENDS & LORE Tome. If they ask about the cosmic ramifications of the current conflict, she will look very troubled and only say that the situation is very serious, and the cause already may be lost.

Meave has no material aid to offer.

If the players show Meave the *Dark Mirror* she will become very excited. She will reach out to touch it, but will restrain herself with visible effort. To someone like Meave who is interested in legends, the actual sight of a legendary artifact is a rare privilege. After getting herself under control she will politely ask to be allowed to examine it. In any event once she sees the mirror her mind will be on one track only. She will want to hold or a least touch the mirror. If allowed, she will handle it with reverence. She will want to know how it came into the characters' possession, and will demand the full story in minute detail. Once she is satisfied, she will consider answering the party's questions.

If Meave thinks the PCs are pohjolans, she'll try to get hold of the mirror, then break her staff — she knows that the mirror cannot be allowed to fall into pohjolan hands. If the PCs won't give it to her she'll try to snatch it. If she believes the party to be loyal to Kalevala she tells them the mirror's functions (see encounter #1).

Meave: AL N (G); S 11; I 18; W 17; D 10; C 10; Ch 9; Co 11; AC 10; HD 8; hp 20; THAC0 19; #AT 1; Dmg by weapon.
Equipment: *Staff of Power* (19 chgs)
Sage Abilities:

Major Field: The Supernatural and The Unusual
Special Categories: Divination, Metaphysics, Inner Planes
Minor Fields: Legends and Folklore of Kalevala and Pohjola, Philosophy and Ethics of Pohjola (as related to the conflict with Kalevala)

Encounter #5: Spruce Bog

This is a fairly likely campsite regardless of the direction from which the party approaches it. Three black willows have gathered here, hoping to catch unwary travelers.

> The road has degenerated to a twisty, boggy trace, requiring some care to avoid sinkholes and the like. There have been many stands of willows along the path, these trees and thick stands of spruce thrive in the soggy ground. When you entered the bog you occasionally heard large creatures grunting and wallowing in the undergrowth. Now the sounds have increased. You hear more wallowings, now accompanied by a chorus of bellowings. When these sounds diminish somewhat you can hear quieter, slurpy, slithering sounds. Just ahead is a particularly nice stand of three willows, ringing a slight rise of ground, their roots disappearing into the water. The rise looks defensible, and promises dry wood.

Normal bog creatures are making the noises, the party has disturbed them. The creatures are not hostile, and if the party simply ignores them and moves on there is no encounter here.

If the party enters the rise the trees do nothing at first. They wait for the characters to rest against their trunks or climb them. If any characters do so, the trees will use their *drowsiness* auras, putting those characters to sleep (no saving throw), even in the middle of the day — the trip through the bog has been tiring. Once they have sleeping victims, the willows take them inside (see monster description) and attack any remaining characters with their limbs. If no characters climb or rest

against the tress, they simply lash out, gaining surprise on a 1-4 on 1d6.

If the party defeats the trees and opens them up they will find five 100 gp emeralds in a partially digested leather bag and two rusty iron broad swords. A dwarf or a character with a weapon-making proficiency will recognize these as iron weapons.

Black Willows: 3; AL N(E); INT Low-Very; SZ L; (8′ diameter); MV 1/4"; AC 2; HD 15; hp 70 each; THAC0 8; #AT 9 (within 30′ of trunk); Dmg 1-4 each.

Special Attacks/Defenses: Aura of drowziness puts tired creatures to sleep, no save (20′ r); sleeping victims resting on trunk or in branches are taken inside trunk, digestive juices fill trunk at rate of 1′/round until trunk is full (Dmg 1-4 hp/round if immersed), victims inside trunk may only use short, sharp weapons; regenerate 1 hp/turn; 90% undistinguishable from normal trees.

Encounter #6: The Hidden Path

The entrance to this path through the depths of the spruce bog is hidden in thick undergrowth. The party can find it only if Meave or Fildin told them about it. The party must go on foot in order to use this path, but they can travel at the "road" rate of ten hexes per day.

Encounter #7: Forest Hag

> Ahead of you a small vine-covered stone cottage stands at a three-way intersection in the road. From the intersection the road branches southwest, northeast, and southeast. The cottage's door is closed and its windows shuttered. There is no smoke coming from the chimney, but the pugent smell of woodsmoke bites your nostrils, suggesting that a fire is still smoldering on the hearth.
>
> A lean, ancient hound, its fur coal black, sits near the intersection. The dog's tail wags once or twice as you approach.

The dog is the night hag, *polymorphed*. Only *true seeing* will reveal it to be anything but a normal dog, it does radiate evil, however. The hag sits near the road, using its *know alignment* ability on passers-by, looking for Kalevalans to attack. The paladin's *protection from evil* will keep the hag from approaching within ten feet, even in dog-form. If the paladin willingly comes within ten feet of the hag, however, the barrier is broken and the hag can attack anyone inside (still at -2 "to hit) until she moves out again. The paladin, however, might break the barrier again, voluntarily or otherwise. If the paladin does get within ten feet, the hag will try to stay in range (the dog seems to have taken a shine to the paladin).

If the party has not confronted the five assassins in Vadya, they will be here, waiting outside the cottage. They will explain that they are waiting for the wise-woman Meave to return, they seek her advice. They tell the PCs that they think the dog is Meave's, and act surprised that the dog seems to like a party member (they are).

Once the hag has checked each character with *know alignment* she changes into the form of an elderly woman, and introduces herself as Meave. She apologizes for appearing in disguise, but explains that one can't be too careful these days. Then she invites the PCs into the cottage. If the assassins are present, she instructs them to wait outside, saying that the party's business with her is more important. The assassins obligingly stand back and allow "Meave" and the party to pass. As "Meave" opens to door to the cottage, she turns and looses a *magic missile* at the closest fighter or cavalier, and the assassins attack. The hag and assassins have normal chances to surprise to party. If the assassins aren't present "Meave" explains that her cottage won't comfortably hold the entire party, and she invites one character inside for consultation. When she gets the character inside she shuts the door and attacks. If the party balks at the suggestion she puts her back to the cottage and attacks; she doesn't want the party to surround her.

If the party attacks while the hag is in dog form she is capable of delivering full damage with the "dog's" fangs and teeth, and still has use of her "at will" abilities.

The party will have difficulty hurting the night hag, as she is effected only by silver, iron, or +3 or better weapons and the party isn't equipped with any. The assassins' daggers, or the two broadswords from the bog will work. Some of the party's spells might work (remember to adjust the hag's magic resistance upwards 5% for each level the caster is below 11th), and *holy water* will inflict 1d6 + 1 hp if a vial hits. Otherwise the hag can be turned as a special, or grappled or overborne. If turned, she flees ethereally and will not return for 3d4x2 rounds (3-12 rounds running away and a like time returning). If successfully grappled or overborne she will turn ethereal to escape, then return 1d4 rounds later. If the party reduces her hit points to 20 or less, the hag flees to the ethereal plane, but stays only long enough to regain her hit points using her *polymorph* ability (see *polymorph self* spell. If, at any time, the hag is meleed by a fighter who can harm her, she uses *ray of enfeeblement.* If prevented from harming the PCs by the paladin's *protection from evil* she casts her remaining *magic-missiles,* then goes ethereal and does not return.

The assassins are not so well protected as the hag, and the party should make short work of them. As soon as three of them are killed the remaining two flee, dropping their iron daggers in an attempt to distract pursuers.

If the party tries to simply ride past the cottage, the "dog" attacks the paladin, or the paladin's horse if he is mounted.

Read the following if the party enters the cottage:

> The interior of the cottage is very dim, the only light provided by a banked fire. Furnishings are sparse, and include two chests and a large leather satchel.

The chests contain some noisome substances, unrecognizable to any of the characters, along with some clothing and three iron weapons: a long sword, a hammer, and a dagger. (remnants from some unfortunate travelers). The satchel contains a map detailing the grounds around the tower (Encounter #8), including the secret entrance.

Assassins: 5; AL LE; INT Average; SZ M; MV 12"; AC 4; HD 3; hp 15 each; THAC0 20; #AT 1; Dmg by weapon.

Special Attacks/Defenses: HS 10%; MS 15%; backstab for double damage.

Weapons/Equipment: Short sword, dagger, iron dagger (x2); short swords coated with type B insinuative poison (onset time 2 rounds, save vs, poison at +1 or take 25 points of damage); extra dose of poison; light horse.

Night Hag: 1; AL NE; IN Exc; SZ M; MV 9"; MR 65%; AC 9; HD 8; hp 40; THAC0 12; #AT 1; Dmg 2-12.

Special Attacks/Defenses: Immune to *fear, sleep, charm, fire, cold,* normal weapons; silver, iron, or +3 weapon to hit; at will: go *ethereal, know alignment, polymorph self; gate* (50% chance of success) type I demon or barbed devil, but must reward responder; 3x/day *magic missile* (Dmg 2d8), *ray of enfeeblement.*

Encounter #8: The Tower

> As you push farther south, the forest deepens. You seem to be leaving civilization behind. The road appears to meander as though it is going nowhere in particular, then plunges into a clearing. Well, mostly clear anyway. Stands of fir trees and clumps of brush dot a plain surrounding a moated tower 200 yards away.
>
> The tower's drawbridge is down and the portcullis is open. Two armored men stand guard on the drawbridge. Atop the tower three armored men keep lookout and tend several nasty looking war engines. The men in the tower don't appear to have seen you, yet.

The tower is a pohjolan foothold in Kalevala, garrisoned by fighters and assassins. If Capella or Silvera survived encounter #1 they will be here too. If Sikkar was captured he will be imprisoned in the dungeon (level 4). If the party failed to get the *Dark Mirror* Capella will have it with her. The tower is two stories tall, with two dungeon levels (four levels total). They are numbered from the top down.

Bear in mind as you run this encounter that, though they are not really expecting anything, the fighters and assassins are not stupid, and they are certainly aware that Torval's presence here might inspire a rescue attempt. They are watchful and ready to react to any sign of intrusion.

It is best if you give the players a copy of map #2. This will save time-consuming descriptions and explanations. The characters' first task is to get inside with as little commotion as possible. There are two ways to enter: across the clearing and over the drawbridge into the fighters' quarters on Level 2 (see Level 1 and Level 2), or through the tunnel which cuts under the moat (see Level 3 and **Finding the Tunnel**).

Finding the Tunnel: The tunnel entrance is located in the star-shaped stand of ten trees 30 yards to the right of where the path enters the clearing. If the players have the night hag's map, mark the entrance to the tunnel on the players' map of the clearing. The tunnel cuts under the moat and enters the tower on Level 3. If Meave told the party about the star they may spot this feature and find the entrance. If they have the night hag's map, they will have no difficulty in finding the tunnel. If they do not, they can find the entrance by going to the star and conducting a successful search for secret doors or shifting walls. If either is successful, the party finds the entrance. An elf might spot the entrance accidentally, but only if he actually enters the star.

If the characters can sneak in via Level 3, avoid the trap there, and go directly to Level 4 without being seen, they may retrace their route and exit before anyone knows what has happened.

If the party does not find the tunnel they must cross the clearing. If they cross while mounted they will be seen. If they are disguised as pohjolans, however, the garrison will sound the alarm, but let them approach unharmed.

The party can cross the clearing unseen by going on foot and using the available cover (see boxed text above), and taking other precautions such as waiting for the guards to turn their backs to the parapets, which they do for one round out of every three. The party must watch for two turns to establish the pattern. Hidden movement is very slow, one third the normal rate.

Level 1 — Tower Roof Guards: 3 level 2 fighters.

This area serves as a lookout and a platform for repulsing invaders. It is actually an elevated wooden walkway reached from ground level by ladders. The three fighters here are in charge of the ballistae, vats of greek fire, and braziers filled with hot coals in addition to keeping a watch on the surrounding terrain. They spot any non-hidden movement in the clearing, and will open fire with the ballistae upon any suspicious characters. The roof is surrounded by a wooden parapet that gives these guards 50% cover.

Ballistae: The edge of the clearing is 20″ away, and well within ballista range. The rate of fire is one bolt every four rounds, so it is likely that each will only make one shot, and then only if the party is seen approaching. The ballistae need to roll an 11 to hit a PC, regardless of the character's armor class. Damage is 2d6.

Greek Fire: Greek fire can be dropped over the outside of the walls, on intruders coming through the portcullis, or carried into the tower and poured down the stairs (see **Getting Out - Tower Alerted**). Treat it as flaming oil (direct hit 2d6 points plus 1d6 points the following round, splash hit (3-foot diameter) 1d3 points). Whether a target suffers direct or splash hit, the affected character must roll a saving throw vs. normal fire for clothing (16), modified by armor worn (leather, +2; chain, +4; or plate, +8) If this save fails, the cloth ignites, causing an additional 2d6 points the next round.

Hot Coals: Coals can be dumped over the outside of the wall, or on the inside of the wall if invaders breach the portcullis. Potential targets must roll their dexterity or less on 1d20 to avoid the missiles. Hot coals do 1d6 points of damage (save vs. breath weapon for half damage). Any character hit must make an additional save vs. poison, failure indicates that the coals have lodged in clothing or armor and will inflict another 1d6 points the next round. The character may do nothing the following round except try to remove the coals (save vs. poison at +2). If he is again a target, the hit is automatic.

Level 2 — Ground Level Guards: 9 Level 2 fighters, *Kolan*, and *Brindle*

This section of the tower serves as quarters for the fighter garrison. The main and only visible entrance to the tower is over the drawbridge and through the portcullis. The starting positions for the guards are noted on map #3.

If the lookouts spot the party approaching, they will call for the portcullis to be dropped. While this is being done, Kolan will detail two more fighters to guard the gate, then take the rest of them, including Brindle, to the walkway (Level 1) to help with the greek fire and hot coals.

If the characters are disguised as pohjolans, they will be allowed to cross the bridge, but the portcullis will still be closed. They may bluff their way past the fighters if they can be convincing enough. Assuming an authoritative manner and acting as if under orders to take Torval from the tower is adequate. The pohjolans command through arrogance, power and threat. If the PCs act important, the garrison will think that they are. Kolan, however, will come down to the courtyard on the second round after the party enters and will demand to know what is going on. A glib tongue will not be enough to convice Kolan to hand Torval over.

If the party has approached unseen, they can simply rush across the bridge and into the courtyard. The three guards attack, shouting for help. On the second round the three guards from Level 1 will clamber down the ladders and Kolan will emerge from room 6 and bellow, "They're trying to rescue Torval! Get to the dungeon and kill him!" This order will cause two guards to break off melee and run to room 1, thus revealing to the characters the way down. Brindle and the remaining three fighters will enter the melee on the third round. The off-duty guards join the melee on the 6th round.

The garrison will make every attempt to position themselves between the characters and room 1 to prevent them from going into the dungeon.

Rooms 1-9 These rooms contain only normal items appropriate to the type of room.

Room 1: empty except for the stairway down.

Rooms 2-3: weapon storage for the rebellion (normal melee and missile weapons).

Rooms 4-5: empty (Portcullis winch in #4; Capella and Silvera in #5 if present at the citadel; the sisters join Kolan if an alarm is raised).

Room 6: Kolan's quarters, with a strongbox containing the tower's pay chest. It is locked (Kolan has the key), and holds 1,273gp.

Room 7: garrison larder.

Room 8: Brindle's quarters.

Room 9: guards' barracks (seven off-duty guards).

Level 3 — First Dungeon Level: Guards: 6 level 3 assassins, *Garik*

This level has been taken by the assassin teams as their quarters, the rooms contain only normal items.

The door at the end of the south corridor is the trigger for a crossbow trap (point "T"). A thief stating he is checking the door for traps, or a *find traps* spell on the door will reveal the triggering mechanism. If it is triggered (the door opened), the party's first rank is fired upon by three crossbows at the end of the corridor (point-blank range, THACO 10, D 2d4+2). The quarrels are also poisoned with a Type B insinuative poison (onset 2 rounds, save vs. poison at +2 or take 25 points of damage).

The assassins' starting positions are noted on map #4. If the characters enter this level by the stairs and no fight has broken out above, Garik will move to the stairs AFTER they have passed (attracted by the footsteps) wondering what is going on. Thus he and the rest of the assassins will be waiting for the characters on their way up.

If a fight has broken out in the courtyard and no fighter has been allowed to get downstairs, Garik and his men will not be in the hallways until the seventh round. If he has been warned of the trouble the assassins will take positions in the many niches shown on the map and be lying in wait. Not knowing which way the party may go, the assassins will occupy niches along the west and south walls, in an effort to protect the secret door. They will not attack until the characters come back up the stairs, attacking from behind with their poisoned daggers.

LEVEL 4 — Second Dungeon Level Guard: one 2nd level fighter

This is a large, open area with two cages for prisoners. Torval occupies one cage (marked with a "T"), Sikkar occupies the other if he is here. The usual torture chamber accouterments (chains, whips, irons, braziers, etc.) are visible.

The characters may still trigger an alarm. The small box at the foot of the stairs contains a shrieker. If it is kicked or opened, the creature will shriek in alarm, thus alerting the entire tower. The guard will not go for the box until he hears the characters' footsteps on the stairs.

Getting Out — Tower Alerted: If the fighters and assassins are aware of a rescue attempt in progress, three assassins and Garik will lie in wait in the niches on the south wall on Level 3 to jump the party on their return, while the remaining assassins join the fighters on Level 2. If it becomes apparent that the intruders are leaving through the secret entrance, the assassins and all but four veterans will run to the star to intercept them as they come out.

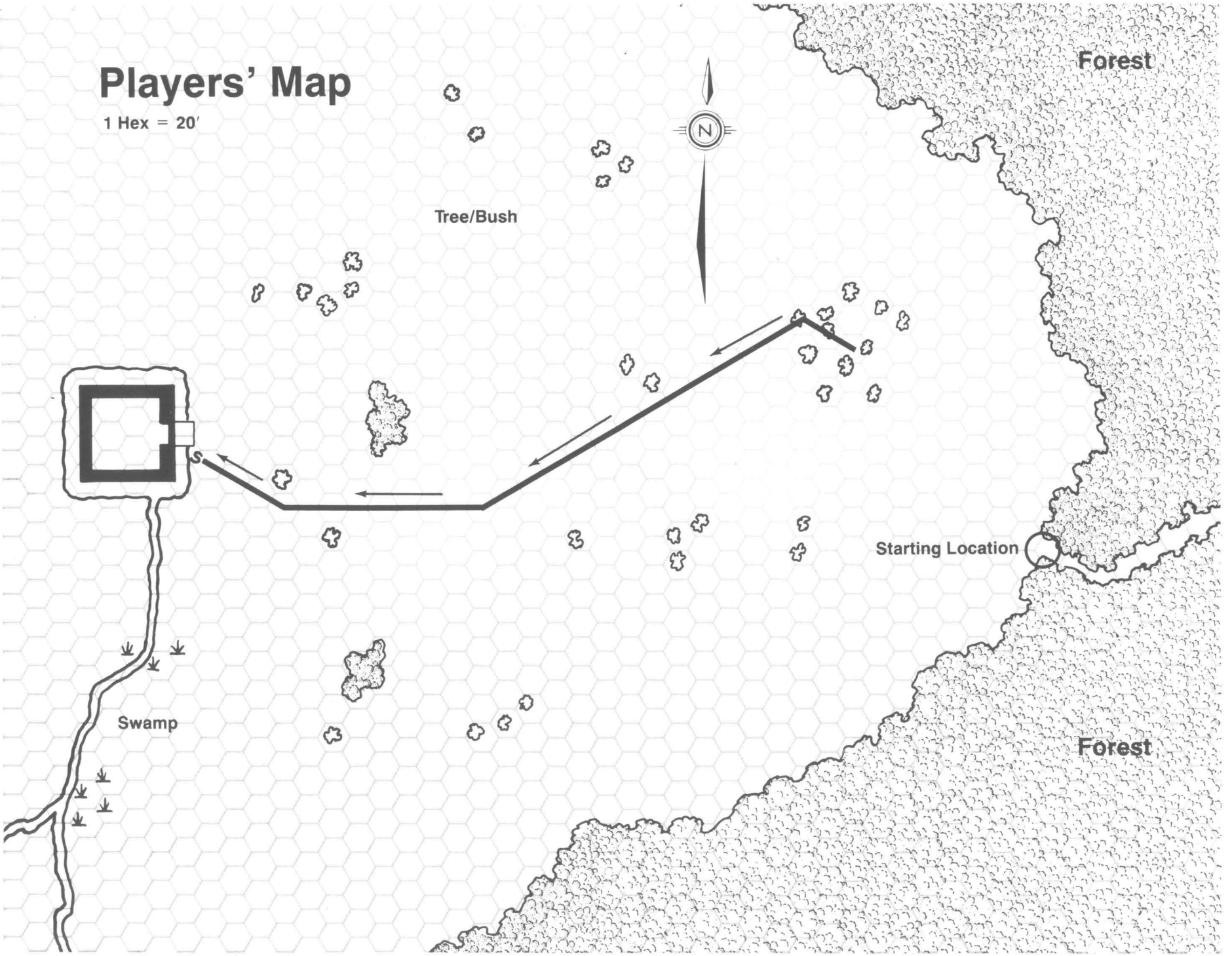
If the party tries to go up to Level 2, cauldrons of greek fire will be dumped down the two stairways. Figure hits on characters, if such are possible, as before. There is some flammable material in the stairwells. The resulting blaze is just like a *wall of fire* that burns for 10 rounds. Beginning on the 5th round, the wooden supports (beams, etc.) will ignite, and by the 8th round the stonework will begin collapsing, any character on the stairs might be hit (treat as an attack vs. AC 10, modified by dexterity bonus and magical armor pluses, THAC0 20). Falling stonework does 3d4 points of damage per hit. If a target remains within 10 feet of the same location and suffers four hits, he is assumed to be buried by the rubble.

If They Try a Second Time: Even if the characters withdraw, everyone will remain on alert, watching not only the portcullis but the secret entrance as well; Brindle and three of the fighters will be waiting just next to the trap on Level 3, while Kolan and the rest of the fighters guard the drawbridge.

When the party escapes from the citadel, with or without Torval, they are free to return to Kittala, the garrison will not pursue, as they will either be unaware of the party, or will have done their best to keep the party from escaping.

DENIZENS OF THE CITADEL

Description/Number	Class/Level	AC	hp	Wpns	THAC0
Kolan/1	F/8	-2	55	2H Sword	12
Ability Scores: **S** 18/80; **I** 10; **D** 16; **C** 16; **Ch** 8; **Co** 9					
Equipment/Special Abilities: *Field plate* +2					
Brindle/1	F/6	0	44	L Swd +3	8
Ability Scores: **S** 18/55; **I** 9; **D** 17; **C** 14; **Ch** 12; **Co** 12					
Equipment/Special Abilities: *Chainmail* +1; L Swd double specialist					
Garik/1	A/7	−2	30	dagger, S Swd	19
Ability Scores: **S** 12; **I** 13; **D** 18; **C** 14; **Ch** 10; **Co** 10					
Equipment/Special Abilities: MS 40%; HS 31%; backstab for 3x Dmg; 3 doses type C ins. poison (onset 1 round, save +1, Dmg 35)					
Roof Guards/3	F/2	2	12 each	B Swd	20
Equipment/Special Abilities: B Swd, Lt Cr Bow. See Text					
Gate Guards/9	F/2	2	12 each	B Swd, Lt Cr Bow	20
Equipment/Special Abilities: N/A					
Ground-Level Guards/4	F/2	2	12 each	B Swd, Lt Cr Bow	20
Equipment/Special Abilities: N/A					
Off-Duty Guards/7	F/2	2	12 each	B Swd, Lt Cr Bow	20
Equipment/Special Abilities: N/A					
Assassins/6	A/3	4	14 each	dagger	20
Equipment/Special Abilities: MS 15%; HS 10%; backstab for 2x Dmg; 3 doses type B ins. poison (onset 2 rounds, save +1, Dmg 25)					
Dungeon Guard/1	F/2	2	12 each	B Swd, Lt Cr Bow	20
Equipment/Special Abilities: N/A					
Capella/1	C/7	0	53	Flail +2	16
Ability Scores: **S** 13; **I** 12; **W** 17; **D** 17; **C** 16; **Ch** 16; **Co** 12					
Equipment/Special abilites: *ring of spell storing (word of recall, not recharged if used in encounter #1).*					
Spells Carried: command, protection from good, cause light wounds, cure light wounds (x2), *silence 15' radius, hold person* (x2), *spiritual hammer, resist fire, paralyzation, dispel magic, locate object, detect lie.*					
Silvera/1	MU/11	2	34	Staff of Striking	13
Ability Scores: **S** 13; **I** 18; **W** 17; **D** 16; **C** 12; **Ch** 17; **Co** 13					
Equipment/Special Abilities: *bracers of defense AC 4*					
Spells Carried: *magic missile* (x4), *mirror image* (x2), *whip, ESP, protection from normal missiles, haste, dispel magic* (x2), *stoneskin, Evard's black tentacles, shout, feeblemind, teleport, dismissal.*					


Players' Map
1 Hex = 20'
N
Forest
Tree/Bush
S
Starting Location
Swamp
Forest

FUN IN GAMES

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by Rick Reid

Introduction

Welcome to the very first installment of a brand new column dedicated to the proposition that gaming should be fun. In this and future issues we're going to examine lots of different aspects of gaming, specifically the role-playing type, in an effort to try to put back some of the fun that gaming, in my opinion, has lost.

Now in order to achieve this lofty goal I'm going to need your help. Yes, you, the one who just retrieved this issue out of the stack of bills and advertisements that came in the daily mail, grabbed a cola, stretched out on the couch, and thought to yourself, "Gee, another Newszine, let's see if there's anything in here for me." Well, I hate to be the one to rock your boat, but when you joined the RPGA™ Network you joined as a club member, not a magazine subscriber. If I can sit here typing while everyone else is out adventuring, so can you. Go ahead and finish reading the column, but when you're done I want to hear from you. I want your ideas and opinions, good or bad. I want to get some discussions going, get some controversy going, and I want to have some fun doing it. And now if you'll excuse me, I've got a column to write.

Monsters

What comes to mind when you think of the word "monster"? I think of Frankenstein's creation shambling through the fog enshrouded countryside, or Dracula rising from his earthy coffin with dried blood staining his lips. Get the picture? Monsters are supposed to be scary! When I'm playing in a role-playing game I want to break out in a cold sweat when my character opens a door and comes face to face with a creature from my darkest nightmare. I want to feel my scalp tingle and my mouth go dry as a monstrosity from the depths of Hell shambles toward my character, red eyes blazing in hateful fury that anyone has dared to enter its domain.

Floating balls that shoot weird rays from their eyes and gooey blobs with names I couldn't even begin to pronounce are fine for a quick thrill, but for maximum chills nothing beats the kings of monsterdom, the undead. Even the lowly skeleton. Unfortunately, most DMs tell their players, "Well, you see six skeletons". Yawn. Use a little imagination! Make your players smell the rotted flesh still clinging in strips to the skeleton's long-dead body. Let them hear the sound of yellowed bones cracking and separating in protest of once again being forced into mobility. Perhaps a clump of hair still clings to a cracked skull, or a milky eye still hangs from a hollow socket. And then it opens its jaws to emit a silent scream before charging. Let your players see this in their minds. I guarantee that your monsters will regain the respect they deserve.

The Convention Scenario Part 1

I'm a GEN CON® Game Fair junkie, I admit it. Usually around June the craving gets so bad I find myself perusing old convention programs in anticipation of this year's event. For those of you who have never attended, let me tell you there's nothing like it. It's almost like spending four days on another planet with no one but gamers. Imagine picking out a perfect stranger on the street or in a store in the real world and trying to strike up a conversation about your favorite RPG or, heaven forbid, your current character. Good Luck! But at the GEN CON Convention, the nearest gamer is standing right in front of you in line at the concession booth. My first GEN CON Convention was an overwhelming experience, not only seeing all those people, but having a chance to actually meet and talk to the superstars of the gaming world, the writers, the artists, and all those dealers and designers selling products I never knew existed. And the games! Of course, I never would have dreamed of DMing my own game in those days. No, I was content to be a humble player, enthralled by the DMing artistry of such illustrious semi-gods as Jim Ward.

By my second GEN CON® Game Fair a little of the awe had worn off. I saw lots of familiar faces, I remembered my way around, and I started to learn the ropes of conventioneering. However, the big realization was that just because a game is run at the GEN CON® Game Fair doesn't mean it's a good game. Same for the DMs. Although the event was just as enjoyable as the year before, I found myself playing in some games and thinking "I can write better stuff than this." So I did. Let me tell you, nothing beats the thrill of seeing your own game listed in the convention program and realizing that people are spending their hard-earned cash, that could have bought a hotdog and cola, to play in your event. Now at the GEN CON® Game Fair, people are always coming up to me and saying, "How did you ever come up with that great scenario? I loved it!" (Well maybe not exactly in those words, but close enough.) In next issue's column, I'm going to give away some (but not all) of my secrets for writing a successful convention scenario. Besides the obvious points that have been listed before, I'll reveal startling new facts to guide you on the road to a lucrative (or at least fun) career in convention DMing. Don't miss it.

Food for Thought

Unless you're into nail biting or thumb sucking, chances are you partake of some kind of edibles during your gaming sessions. Since most players hate to break off the adrenalin rush they're experiencing during a particularly intense game, most foodstuffs are consumed during play, which leads to the big question, namely what kind of snacks go well with role-playing games? Pizza is out, it's messy and those tomato stains never will come out of your character sheets. And imagine the horror when you open your rule book to look up a certain passage and a big glob of gummy cheese and sauce plops onto the page. Crackers and cookies, although they keep your hands relatively clean, do pose some serious drawbacks. An excited player who tries to yell out actions for his character with a mouthful of cookies is a guarantee of disaster, unless you've got a big mouth (and no cracks about the author). Besides, every time you take a bite you're going to drop some crumbs. The strange thing about crumbs is they usually find their way into the binding of your books, making a crackling sound every time you turn a page. Candy bars? No way! Chocolate covered fingers lead to chocolate covered dice which are not only hard to roll, you have to lick them off in order to see the numbers. So what's left? Well, here's some of my favorites. Summer sausage, or any other kind of large meat roll. If you're playing a fighter you, can rip off a hunk between your teeth and growl every time you meet an enemy. If you slice it, which you should in the interest of hygiene, make sure you do it before the game begins. Nothing is so intimidating as a referee or player waving a carving knife during a heated encounter. Cheeses, soft and safe. Pepper cheese is the best. Buy it in hunks, pre-wrapped slices are for wimps and NPCs. Apples, are good for health freaks or during fall gaming. Twizzlers,

those long, long sticks of red licorice are nice. Bite off the ends and use them for straws to drink your favorite cola-flavored beverage and then eat 'em when the pop's gone. If you've got a favorite junk food that you think is perfect for role-playing games, one you can't pass in the supermarket without stirring up memories of that last great play session, let me know. I'll print a menu of the best foods for role-playing in a future column.

Nostalgia

The year is 1979. Gaming miniatures are hot items. So are pre-cast dungeon blocks and floor plans so DMs could create a 3-D dungeon in a matter of seconds. If you played the D&D®[1] Game, you had the blue boxed set (a classic in my opinion), which included the KEEP ON THE BORDERLANDS[2] Module. I think almost everyone cut their teeth on this one. For the AD&D®[3] Game you had the eagerly awaited PLAYER'S HANDBOOK[4] and the famous "G" and "D" series modules with crude covers and artwork, but lots of gaming excitement. If you were really desperate for adventures, you could always pick up the offerings of a company called Judge's Guild. Noted for their garishly colored covers, flimsy paper stock, and a wealth of misprints, typos, and missing text, maps and sometimes whole pages, Judge's Guild adventures presented a real challenge for the fledgling DM. Besides the slick gaming publications like DRAGON® Magazine, there were dozens of homegrown fanzines offering all kinds of weird encounters, traps, monsters, and spells submitted by the readers. Of course, a lot of them really stretched the limits of believability, but at that time no one cared. Without a proliferation of rules and rule books, you made up your own, and anyone who could play the D&D® Game let alone DM it, really felt unique.

Slanguage

Almost every language has its own set of slang words. Words that, although they may not be found in a dictionary, have gained popular acceptance and wide usage, mostly through word of mouth. So why should the AD&D® Game's common tongue be any different? Therefore, I challenge you to come up with a list of slang words, and their meanings, that your AD&D® Game character might use in his or her day-to-day conversations. These words do not have to be expressions that only your particular type of character would use, but they should relate somehow to the profession of adventuring. Here are some examples to get you started:

FUSER Originally a condensed form of the term Fighter/magic-USER, now used to describe any multi-classed person.

BC Abbreviation for the phrase "bite & claw" and all its variations. "That's a nasty BC wound, should I call a cleric?" or "That sucker really BCed poor Hepzibar."

GLITTER Based on the expression, "All that glitters is not gold," used to describe a hoard of treasure which may contain gems, jewelry, silver and copper as well as gold. "Wow, check out that pile of GLITTER underneath that sleeping dragon!"

Please, limit yourself to no more than five examples. I'll publish the best words in a future column. Your deadline is September 1st, 1987 so start thinking!

In Closing

Join us next issue for some new businesses for your favorite game town, Part 2 of Convention Scenarios, secret societies that your character can join, and lots more fun and surprises. In the meantime, get busy writing those cards and letters. I'm counting on you to help me fill future columns. And put down that cola! It's bad for your teeth!

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4. Copyright 1978, TSR, Inc.

ARCANE ACADEME

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By Jeff Martin

Friday is fast approaching. An eager group of players (and their often violent characters) are expecting an award-winning game adventure. The pressure is on. You need an adventure idea.

When you're in a hurry, or whenever you're having difficulty, start building your adventure with the locale. The adventure locale is the backbone of most game adventures. The specific environment defines and delineates the mood of an adventure. Other aspects of the adventure are built upon this base. Therefore, a good locale is a great creative boon when constructing an adventure.

Other entertainment mediums are one good source of ideas for adventure locales. Some of the most enjoyable adventures can be based on environments that are inspired by novels, short stories, comic books, and even simple ink drawings. Do not feel underhanded about "translating" an environment that you found exciting in a book into an equally exciting game adventure. It is true that you will not use all your creative abilities; however, when you're in a hurry it's the quality of the ideas that counts.

Other mediums can also help you fix the adventure's mood and atmosphere. The gothic horror of Frankenstein's monster or the desert adventures of Ali Baba are just two examples of stories that can provide a good "feel" for an adventure in addition to providing the details of the setting.

Gaming periodicals are a second source of adventure locales. These often contain specific articles which list and detail environments for use in your world. Since not every issue will contain such information (and it might not be what you want even if it does) it is best to obtain an index for the magazine you're using as a source. Once you have a list of promising articles, look them over and set the interesting ones aside for future reference. You can then expand and tailor the material to your specific campaign needs.

Other GMs are a third excellent source of gaming environments. One of the most useful benefits of attending a gaming convention is exchanging information with other GMs. Learning the details of other GMs' campaigns can produce myriads of ideas for a campaign. Additionally, the experiences of other GMs can teach you valuable techniques and save you time when you try to use a locale. A GM who has already done it can warn you of pitfalls to avoid, and can advise you on how to bring the environment to life.

Your own real world experiences can be a fourth source of useful ideas. Some of the most interesting scenarios can originate from real places and events. After visiting a naval museum I was struck with the urge to design a game adventure on the high seas. After a camping trip I designed a module that encompassed a faerie forest and an insane leprechaun.

Lastly, if time is available, I recommend that you do some brainstorming. Whether alone or with a group of other GMs, this technique can deliver novel and bizarre ideas. After you have made a sizeable listing of ideas, pick out a few of the best possibilities. Then, flesh out each alternative. Each should be evaluated on points such as game balance, game design integrity, degree of adaptability to existing campaigns, and the taste of the players involved. Refining a rough and uncut idea is time consuming, but this is the method that most often produces great adventures.

Submission Guidelines

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All submissions to POLYHEDRON™ Newszine must be typed, double-spaced, on one side only of 8 1/2″ by 11″ white paper. The only exceptions to this rule are short letters to the editor or to "Dispel Confusion," convention listings, and classified advertisements. These short submissions may be legibly handwritten (preferably printed), on lined paper only, using every other line. Whether your submission is typed or handwritten, be sure to leave a 1″ minimum margin around all four sides of your text. Computer-generated dot matrix print is acceptable only if it is dark and legible.

We need your real name, address, and telephone number on the first page of each submission. If you wish to use a pen name on your article, include it after the title of the article and the word "by." In the form "by (your pen name)". Include your name, a short form of the article title, and the page number in the top right corner of each page after the first page.

Even if your spiffy electronic typewriter or computer can do it, do not use italic or boldface type in your submission. Underline any words which must be set in italics in finished copy. Boldface type (use sparingly) should be underlined with a squiggly line. Indent each paragraph five spaces. Avoid dashes, ellipses, and semi-colons and please try to remember that exclamation points are used to indicate exclamations, not to provide emphasis. (Note that the proceeding sentence did not end with an exclamation point.) Stick to the more common forms of punctuation, and use them correctly. When in doubt about punctuation or the proper usage of a word or phrase, ask an english teacher or consult a good style book. The most-used style books are *The Chicago Manual of Style* by the University of Chicago Press, and *The Elements of Style* by William Strunk and E.B. White. Both can be found in the reference sections of most libraries.

Be sure to include a business-sized (#10), self-addressed, stamped envelope (SASE) for the editor's reply or return of your manuscript (or both). If your manuscript is more than six pages and you want it returned, send a larger SASE (9″ by 12″ or larger) with more postage. Be sure to keep a copy of your manuscript, even if you send a SASE for its return. We cannot be responsible for the loss of manuscripts.

Because it is written by and for the RPGA™ Network membership, POLYHEDRON Newszine does not pay for articles or module submissions. You do, however, get the gratification of seeing your name in print. Note: TSR, Inc's professional products departments will only look at submissions from previously published writers, and a publication in POLYHEDRON Newszine counts.

When we accept any written material from you, we acquire one-time rights to publish this material in POLYHEDRON™ Newszine and, in the case of a module submission, may use it in RPGA™ Network sanctioned tournaments, conventions, and events for one year. All other publication rights remain the property of the author, except that, after we publish an article or module the publisher (TSR, Inc.) is granted the right of first refusal to purchase any and all such publication rights offered for sale by the author. In other words, once your material sees print in the POLYHEDRON™ Newszine, you have to offer it to TSR, Inc. first if you decide you want to try actually selling it.

In the event an article submitted for publication in Polyhedron™ Newszine contains material copyrighted by TSR, Inc., to such an extent as to make it impractical to separate those materials from the submission, TSR will retain copyright ownership of the article upon submission for publication.

However, if TSR makes use of the materials contained in the article for any product or commercial purpose beyond RPGA™ Network use, TSR will pay the author the then current fee for such product or purpose.

Please refer to the submission form on the back of this issue.

Art Submissions:

All art must be drawn in black ink on white paper. We cannot take responsibility for the safety of original artwork and prefer high-quality copies. If you do send original artwork, be sure to send it properly packed, protected with cardboard stiffeners, and write "artwork" on the envelope. Make sure that your SASE has enough postage to ensure its return. If your best work is done in pencil, charcoal, or pastels, send screened velox prints. Smaller fill pieces are more useful than full-page art. Cartoons are always welcome.

Photo Submissions:

Black and white photos are welcome in POLYHEDRON Newszine. The subject of the photo must be interesting to our network of gamers. Pictures of people sitting around playing games are not interesting. We would especially like photos of demos or other activities that project a positive image for gamers. Be sure to pack your photos in protective cardboard for mailing, and include the proper return postage if you want them back.

Ethical Considerations:

We expect all submissions to be in "good taste." Material which is profane, salacious, or gratuitously violent or gorey will be rejected or altered at Network HQ's discretion. Remember that HQ does not accept modules with evil PCs or any material that shows evil in a complimentary manner. Likewise, we will not accept material that depicts substance abuse, racial prejudice, chattel slavery, perversion, discrimination, or crime as anything except wrongs to be righted. Your own common sense should guide you. If you'd be ashamed to show your material to your employer, minister, parents, teachers, or co-workers don't send it to us.

All submissions to POLYHEDRON™ Newszine should be mailed to:

POLYHEDRON™ Newszine
% RPGA Headquarters
P.O. BOX 509
Lake Geneva, WI 53147

RPGA™ Network Tournament Winners List

The following conventions have held official RPGA Network Tournaments. Congratulations to all the winners! This list includes data from several conventions which have not yet been reported in the newszine.

PLEASE NOTE: Many of these results have NOT been processed by HQ. Processing was delayed in hopes that the player/judge ranking system would first be in place on the computer. The ranking system is still in final test stages, therefore, rather than delay publication any longer, we are printing the results, some may be subject to verification. If there are any corrections or changes once verified, that information will be printed in a future issue.

GEN CON® 19 GAME FAIR

(Aug. 14 - 17, 1986 — Milwaukee, Wisconsin)

AD&D® Game Feature TOURNAMENT

Scenario: Gypsy — by Frank Mentzer

Tournament Coordinator: RPGA™ HQ

1st Place	2nd Place	3rd Place
Peter Bangarth	Brett Bakke	Catherine Brennan
Bob Brinkman	James Bloch	Robert Brokish
Eileen Cahill	Barb Bruser	Jacqueline Casada
John Carey	Scott Daily	Bill Ciers
Timothy Fischer	David Deaton	Dennis Everett
Lori Maile	Jeffrey Henry	Gregory Gallasi
Vincent Manna	Keith Hoffman	Mike Luzzi
Bob Mason	Dennis Jones	John Mattioli
Steve Miller	Julia Martin	Rich Pakalenka
Anthony Ragan	Jay Schwedler	Bruce Schabinger
Anne Rea	Brian Shuler	Liz Scheller
Craig Stevens	Rick Wright	Debbie Varn
Garry Wharram	Mary Zalapi	Russell Werner

TOP SECRET® Game TOURNAMENT

Scenario: Operation Butter-up

Tournament Coordinator: RPGA™ Network HQ

1st Place	2nd Place
Don Bingle	Linda Bingle
Steve Glimpse	Gary Coleman
John Terra	Kent Martin
Jim Wade	Dave Musser
Lew Wright	Brian Villarreal

MARVEL SUPER HEROES™ TOURNAMENT

Scenario: The Investigators

Tournament Coordinator: RPGA™ Network HQ

1st Place	2nd Place
Chris Galvin	Serge Clermont
Randall Lemon	Robert Paslay
Jean Rabe	Ed Peterson
Peter Taylor	Bill Piechota

STAR I AD&D® Game TOURNAMENT

Scenario: Keepers Out Of Time

Tournament Coordinator: Keith Polster

1st Place	2nd Place	3rd Place
Patrick Dugan	Steve Cacciatore	Diane Case
Steve Hardinger	Robert Crawford	Bill Ciers
Randall Lemon	Bob Hart	Scott Daily
Rembert Parker	Mary Konczyk	Pat Ford
Larry Ventura	Julia Martin	Dale King
Kevin Webster	Allen Remkus	Paul Tomkins
Burl Zorn	John Vaccaro	Dave Wood

AD&D® ORIENTAL ADVENTURES TOURNAMENT

Scenario: Revenge — by Robert Farnsworth

Tournament Coordinator: RPGA™ Network HQ

1st Place	2nd Place	3rd Place
Don Bingle	Linda Bingle	Harlan Alexander
Wes Meador	Allan Corns	Scott Daily
Rich Rydberg	Dewey Frech	Cheryl McNally
Jim Wade	Steve Thearle	Charles Sagui

GAMMA WORLD® Game TOURNAMENT

Scenario: Rite of Passage

1st Place	2nd Place	3rd Place
Dave Johnston	Mike Alibrando	Jim Moeller
James Minz	Randall Lemon	William Piechota
Ed Peterson	Rick Reinesch	Russell Werner

D&D® Game JUNIOR TOURNAMENT

Scenario: Staff of Ocondia

1st Place	2nd Place	3rd Place
Aric Newhouse	Johnny Melton	Shane Connelly
James Stutler	Paul Stern	Michelle Palmer
Benjamin Swainbank	Eric VonGunten	Matt VonGunten

CALL OF CTHULHU TOURNAMENT

Scenario: "Super Soldier" Project

1st Place	2nd Place	3rd Place
David Shaw	James Sensenbrenner	Sheldon Shaw

BASIC D&D® Game TOURNAMENT

Scenario: The Death Coach

1st Place	2nd Place	3rd Place
Mike Cormack	Ruel Lacsam	James Alan
Jay Hove	Linda Rastle	Jason Kraft
Brian Leikam	Randy Solo	Irving Lockett
Richard Pakalenko	Russ Werner	Kevin Webster

BOOT HILL® GAME TOURNAMENT

Scenario: Sundown at Lizard Rock

1st Place	2nd Place	3rd Place
Don Bingle	Linda Bingle	Jonathan Haring
Rick Reinesch	Jim Minz	Cisco Lopez-Fresquet

HEROCON

(Aug. 23 & 24, 1986 — Austin, Texas)

AD&D® GAME TOURNAMENT

Scenario: Misfits — by Rembert Parker

1st Place	2nd Place	3rd Place
David Conroy	Jim Davie	Bill McConnell
Ian Hense	Ken Ureste	Mike McIntyre

NOWSCON

(Sept. 27 & 28, 1986 — Middlesburg Heights, Ohio)

AD&D TOURNAMENT

Scenario: The Long Way Home — by Bruce and Jean Rabe

1st Place	2nd Place	3rd Place
James B. Alan	Richard Chodera	Mike Hirsch

FRONTIER WARS 2.5

(Oct. 4 & 5, 1986 — Bloomington, Illinois)

AD&D TOURNAMENT

Scenario: Escape From The Tower of Midnight

1st Place	2nd Place	3rd Place
Kathryn Asbury	Linda Bingle	Mike Asbury
Don Bingle	Cheryl McNally	Eric Kuehn

FLUFFY QUEST TOURNAMENT

1st Place	2nd Place	3rd Place
Mike Asbury	Don Bingle	Chad Brinkley
Chuck Quilty	Jose' Herrera	Troy Jessen

LINCON VIII

(Oct. 17 - 19, 1986 — Lincoln, Nebraska)

AD&D TOURNAMENT

Scenario: The Long Way Home — by Bruce and Jean Rabe

1st Place	2nd Place	3rd Place
Lane Foulk	Rick Stotts	Samuel K. Adams

(Continued from page 8)

Marilyn Mittlemer
5th Level Female Human Thief

STR: 14
INT: 10
WIS: 10
DEX: 18
CON: 17
CHA: 12
COM: 13

AC normal: 4
AC rear: 8
Hit Points: 32
Alignment: Chaotic Neutral

Pick Pockets: 60%
Open Locks: 57%
Find and Remove Traps: 45%
Move Silently: 50%
Hide in Shadows: 41%
Hear Noise: 20%
Climb Walls: 90%

Equipment: *cloak of elvenkind; dagger +1; potion of flying,* two *potions of healing;* leather armor; silver mirror; three 40 gp pearls.

Personality: Marilyn adores Mortimer. She tries very hard to please him. Marilyn knows Mortimer is keeping most of the treasure for himself, but that does not matter to her. She would gladly give Mortimer everything she owned if it would make him happy. Marilyn enjoys the scams the trio works on unsuspecting adventurers and merchants. It is a great game to her, and she delights in developing different con games. Marilyn met Mortimer when she tried unsuccessfully to pick his pocket. Rather than turn her in, Mortimer asked her out on a date, and they married shortly thereafter. Marilyn's mother gave her the *cloak of elvenkind* for a wedding present. Marilyn would have even given Mortimer the cloak, but her mother insisted she keep it. Marilyn believes Mortimer should have been a thief, and she plans to teach him thieving skills in the future.

Marilyn is very cautious in her thieving, selecting targets that are away from a group or who seem preoccupied with something. If she is successful in gaining loot by picking the pockets of the characters, she will move away from them and signal Mortimer with a mirror. If a character notices that his pocket is being picked, Marilyn will quickly step away and try to remain unseen, using her cloak. If necessary, she will use her potion of flying in an attempt to escape.

If the group's con act is discovered, Marilyn will try to regroup with Mortimer and Elmerth so she can be part of Mortimer's *massmorph* spell. If she cannot reach them, she will climb a tree and hide using her cloak.

Elmerth Willowit
4th Level Male Half Elven Thief

STR: 17
INT: 7
WIS: 6
CON: 18
DEX: 18
CHA: 10
COM: 14

AC normal: 3
AC rear: 7
Hit Points: 25
Alignment: Chaotic Neutral

Pick Pockets: 65%
Open Locks: 52%
Find and Remove Traps: 40%
Move Silently: 43%
Hide in Shadows: 40%
Hear Noise: 15%
Climb Walls: 40%

Equipment: *leather armor +1; dagger +2;* two applications of *dust of disappearance;* small sack of hard candy; silver neckchain worth 100 gp; three large pieces of jade each worth 350 gp; piece of quartz worth 50 gp.

Personality: Elmerth was an initiate of a thieves guild in the Living City until he tried to pick the pocket of a man named Ren. Elmerth learned too late that Ren is one of the most famous thieves in the city. And Elmerth was promptly kicked out of the thieves guild for this act. In shame he left the city and fell victim to one of Mortimer's and Marilyn's scams. However, when the Mittlemers discovered Elmerth was a thief, they asked him to join in their escapades. He accepts his share of the treasure and does not try to steal from the Mittlemers. They are obviously very honest, he believes, since they give him the large pieces of jade and only take the small gems for themselves. He admires Mortimer and hopes to someday become smart enough to devise elaborate cons.

During the scam, Elmerth will use his *dust of disappearance* and sneak up on the characters talking to Mortimer. He and Marilyn usually have their plan mapped out in advance so they do not bump into each other. Elmerth goes after the treasure on the larger characters, and Marilyn, the smaller characters.

Elmerth plans to stay in the company of the Mittlemers for several more months. He believes he will have enough skills to then operate his own scams.

Elmerth will never use the thief ability of back attacks, as he believes it is wrong to strike at someone from behind. However, he believes it is all right to strike someone from the front — even though that person can't see him.

The Critical Hit

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by Errol Farstad

ORCBUSTERS

Magic Invades PARANOIA!

Evil wizards. Loathsome servitors. Torchlit subterranean corridors. Fireballs. Wandering Monster Tables. And Our Heroes, caught between The Computer and the Forces of the Unknown.

"Say, has anybody seen my Horn of Valhalla?"[1]

— ORCBUSTERS, page 1

What's this? Are the creators of the PARANOIA® Game copping out and converting their system to fantasy? Have they sniffed the residue of their laser barrels too often? Has our friend, The Computer, finally gone off the Deep End? (Well, he only needed a shove, anyway.)

One may surmise as much from the ORCBUSTERS Module, written by Ken Rolston (West End Games $6.95). Actually, the good folks at West End assure us they are just giving Mr. Rolston a chance to let off some creative steam by allowing him, in this one instance, to bring fantasy into the science- fiction world of the PARANOIA® Game. (Maybe. But one never knows with the PARANOIA® Game, especially with Mr. Rolston's warped, ehrr, I mean, fine mind at the wheel.)

Packaging

Since this is a spoof of "The Other Game" (Hint, it's initialed with an ampersand and two 'D's' not necessarily in that order.), the cover and the rest of this module will look strangely familiar to fantasy gamers, not so much in text, but in the layout as a whole. However, the pictorial of the three wizards making life uncomfortable for a group of trouble-shooters, especially one wizard shooting a bolt of lightning from his nose, is a nice touch.

Besides the actual adventure, the module comes with several cut-out maps including one that must be mapped by the players (Ah, nostalgia!), and six pre-generated characters for play with the module, should new gamers not wish to generate characters of their own.

As mentioned earlier, the module is highly reminiscent of "The Other Game" in style and layout. Imagine, if you will, an ADVANCED DUNGEONS & DRAGONS®[2] Game adventure with PARANOIA® Rules. Imagine, if you will, dropping a bee's nest into the armor of a stuck-up cavalier[3]. Imagine, if you will, telling a male half-ogre that his mother was a troll. Imagine, if you will. Well, I think you get the idea — all chaos breaks loose.

The plot is simple. Three wizards from Dimension X are accidentally "summoned" to the world of the PARANOIA® Game. They don't like it and they want to go home. They cause all sorts of a ruckus in trying to find a way home (and almost give The Computer a nervous breakdown). Guess who gets called in to stop these Commie Mutant Traitor Infrareds? (Yep! These guys wear black.) You, as a player, get three guesses, and the first two don't count.

Rules and Explanations

It is assumed that those who play this module know the PARANOIA® rules. However, newcomers can play just as easily. Just remember, fellow trouble-shooters, new characters get the **front** of the marching order, for the greater glory of The Computer.(

Ken Rolston is known for having designed the LANKHMAR[4] play-aid for the AD&D® Game (to be reviewed in a later issue). He's also been turned loose at West End and uses his crazy creative genius to the utmost. However, one cannot possibly compare the two products. It's like comparing a cheap supermarket wine to a French import (I won't say which is which. There are libel laws). ORCBUSTERS is a fun addition for the PARANOIA® Game, and is written well enough to be understood easily. There is even a magic system figured out for the spell-casting wizards.

I will say this: this module needs to be re-read a couple of times for maximum effect. After all, if you're going to kill your trouble-shooters, you might as well be clean about it. Nobody likes to die a messy death.

Degree of Difficulty

Knowledge of the rules of the PARANOIA® Game is a big help. It also doesn't hurt to know something of "The Other Game" to understand some of the humor involved. At least you'll know what killed you, which brings us to:

Deadliness Factor

There are all kinds of neat, I mean nasty, ways to get killed. As Mr. Rolston says on page 1, "Not only can your players get blown up, back-stabbed, betrayed, hosed, incinerated, crushed, and repeatedly executed, but in **this** adventure they can also get turned into a collie, devoured by a dragon, munched by a tiger, chopped in half by a gargoyle, soul-sucked by a spectre, drowned, **then** ripped apart by killer penguins. . ." Need I say more?

I had considered rating Orcbusters a "10" for the Deadliness Factor, but since there are ways to keep from getting killed, I just had to rate it an "8" (Sorry, West End).

Miscellaneous

As much as I enjoy the the PARANOIA® Game, I believe I can best state my pet peeve as a friend of mine put it, "It's an interesting game, but the humor seems to be aimed at the Game Master as a private joke between the GM and the creators of the game."

I concede, some of that humor can be passed on to the players. But much cannot, unless you're willing to let your players know everything there is to know about the game. But doing that hurts the game, and it takes away one of the vital forces of the PARANOIA® Game: humor.

OVERALL

Despite my pet peeve, ORCBUSTERS will take PCs on a nostalgic trip back to the times when the idea of a good time was finding six cloud giants[5] jammed in a 10' x 10' room. I look at this as sort of a weird diversification from the the PARANOIA® Game's *modus operandi* (this being said of a weird, yet funny game).

See you in 60!

Final Ratings
"ORCBUSTERS"
Play-aid

Category	Rating
Packaging	★★★(8)
Rules	★★★★(9)
Degree of Difficulty	2
Deadliness Factor	8(Quite deadly)
Miscellaneous	★★(5)
Overall	★★★(7)

1. *From the DUNGEON MASTERS GUIDE Tome ©1979 TSR, Inc.*
2. *ADVANCED DUNGEONS & DRAGONS is a registerd trade mark of TSR, Inc.*
3. *From the UNEARTHED ARCANA Tome ©1985 E. Gary Gygax*
4. *©1987 TSR, Inc.*
5. *From the MONSTER MANUAL Tome ©1977 TSR, Inc.*
6. *From the DRAGONLANCE® Chronicles ©1984 TSR, Inc.*

CLASSIFIEDS

Looking for other gamers in your area? Starting a new club? Put it in the POLYHEDRON™ Newszine classifieds! There is no charge for this "MEMBERS ONLY" service. No commercial advertising accepted. Ads should be typed or printed neatly, 25 words or less, and submitted with name and current membership number to: Classified Ads, c/o POLYHEDRON Newszine, P.O. Box 509, Lake Geneva, WI 53147. Accepted ads will be run in two consecutive issues, space permitting. RPGA Network HQ reserves the right to accept, reject, edit, and limit quantity per member if necessary.

CALIFORNIA: I'd like to find someone in the San Bernardino area who likes to play the D&D® and TOP SECRET® Games. If you are interested in putting together a game, please contact: Gene Mikkelson, 2056 Nolan 5-D, San Bernardino, CA 92405.

CALIFORNIA: I would like to form or join a role-playing group. My interests include the AD&D®, STAR FRONTIERS®, BattleTech, AeroTech, Traveller, Star Fleet Battles, Car Wars, James Bond 007, and Ringworld Games. Contact: Kelly Alexander, 48871 Gamay Drive, Fremont, CA 94539, Phone (415) 656-7178.

FLORIDA: I would like to form a role-playing group (ages 14-18 preferred) in the South Miami area. I have four years of experience in the AD&D® game. Contact: Brad Preuss, 7260 S. W. 133rd. Terrace, Miami, Fl., 33156. Phone: 305-251-0250

FLORIDA: Boca Raton Area: Experienced 14 year old role-player trying desperately to start a role playing group in the Boca Raton area. I specialize in D&D® and AD&D® Games, but am willing to learn any game. Anyone welcome! I'm dying of boredom, so please respond. Contact: Tibe Jordan, 9085 Vista Del Lago, Boca Raton, FL. 33433 or call: (305) 482-0903.

FLORIDA: Attention Miami Gamers! 14 year old gamer looking for those to share adventures in AD&D®, BattleTech, and STAR FRONTIERS® Games. Contact Mike Idziorek, 740 Wren Ave., Miami Springs, FL. 33166.

ILLINOIS: Stranded Player. Knows how to play AD&D®, GAMMA WORLD®, and STAR FRONTIERS® Games. Is willing to learn The TOP SECRET® Game. Please Contact: Jon King, between 4:00 p.m. & 6:00 p.m. at 312-865-2770 or write to: 2416 S. 14th. Ave., Broadview, IL. 60153.

INDIANA: I would like to set up an organization of Regular DUNGEONS & DRAGONS® players. For more information send $.25 (postage). Your name, address to: Members, 1514 Northaven Drive, Jeffersonville, IN 47130. ATTN: Andy Wibbels

MASSACHUSETTS: I am looking for an AD&D DM in the Pittsfield, Massachusetts area with 3 or 4 years of experience. I am also looking for some AD&D players with 1-4 years experience in the Pittsfield area. Please call 442-2558. Or send a letter to: Stephen Timoshenko, 33 Kittredge Road, Pittsfield, MA 01201.

MICHIGAN: Experienced gamer and GM interested in beginning an AD&D campaign with other experienced gamers, ages 15 & up, in Washtenaw County and surrounding area. Role-players preferred, problem solvers welcome, hack and slashers rejected without hesitation. Also interested in many other games, especially Paranoia™. Contact: Alan Ristow, 589 Crestwood Circle, Saline, MI. 48176-1335 Phone: 313-429-2754. Half-ogres and Druids encouraged.

MISSOURI: WANTED: Experienced players to join and form a RPGA Network Club. All games acceptable. We play the D&D BASIC, CONAN, INDIANA JONES and GAMMA WORLD games. If interested contact: Charles Chapman, Route 1, Kingsville, MO. 64061 or call 816-597-3504.

NEW JERSEY: Looking for AD&D® players in North Bergen County, New Jersey, ages 12 - 16. Call Zachary, Hillsdale, NJ (201) 358-1194.

NEW JERSEY: You! Do you live in or near Union County? Good! Well, you can join D.R.A.G.O.N. Too! (Daring Raiders and Gamers of New Jersey) (which is obviously a silly attempt at an acronym by us silly guys). Contact Rich or The Badger at (201) 355-1813 or write (please don't, it's silly also) to DRAGON, 23 Ridgway Ave., Hillside, NJ 07205. Modemers call 'The Badger's Den' (300 bps/24 hrs) at (201) 355-2649.

NEW YORK: Astronomy teachers play games too! Will play any Wargame/RPG, but prefer Star Fleet Battles, AD&D®, Hero System (Champions, DI, etc.). 8 years GMing experience. John M. Hammer, 79-10 Bell Blvd. Bayside, NY 11364. Phone: 718-479-8088.

RHODE ISLAND: Wanted; AD&D® Campaign. No Monty Haul or variant stuff. Doesn't anybody go straight anymore! Well I do. All I need is some like minded folks. Contact: Roland Bruno Jr., 97 Sutton Ave., E. Providence, RI 02914.

RHODE ISLAND: Small, experienced band of adventurers is seeking mature and intelligent AD&D® players in the Narragansett (U.R.I.) area. Experience is preferred and hacking and slashing is frowned upon. Contact: Paul Soares, Jr., 341 Sayles Hill Rd., N. Smithfield, RI 02895.

TENNESSEE: I am looking for interested players in the Memphis area to form a role-playing club. Experience preferred, ages 18 years and older. Any female players welcome. My interest is the ADVANCED DUNGEONS & DRAGONS® Game. I am also willing to try other role-playing games. Contact: Maurice Patterson, 1724 Hester Rd. Memphis, TN. 38116-8511 Phone: 901-396-2415 (after 4:00 p.m.)

TEXAS: Experienced player of the AD&D Game would like to find other gamers interested in forming a group in the Garland area. I'm bored to death, so please contact Ryan Mattes, 1526 Archery Ln., Garland, TX 75042. Phone: (214) 495-2805 (after 3 p.m. and before 9 a.m.).

WISCONSIN: Gamers in Southeastern Wisconsin who enjoy playing TSR's "Dawn Patrol" game of WWI Air Combat are invited to monthly games in Lake Geneva. Contact Mike Carr (363-4775) or Will Niebling (248-3687).

WISCONSIN: CALL FOR PLAYERS: In July of 1982, fifty-five gamers gathered in Lake Geneva for a special event — a 24-hour boardgame simulating the 24 hours of LeMans auto race. The event ran from Noon Saturday to Noon Sunday, with multi-player teams competing against each other. The game was a rousing success. Now, another 24-hour race is in the works for 1987, to be run in June or July in Milwaukee. Anyone interested in more information should send a SASE to: Paul Schwab, 3854 S. 57th. St., Milwaukee, WI 53220.

SPECIAL

PBM GAME: Am starting an all new, computer assisted, PBM of the STAR FRONTIERS® Game. Have experience running PBMs. Contact: Clay Fowler, 1202 Berrywood Lane, Houston, Texas 77077

TRADE OFFERED I would like to trade my SAGA Age of Heroes Minigame, and the INDIANA JONES® Role-playing game with Modules IJ1 INDIANA JONES AND THE TEMPLE OF DOOM, and IJ2 RAIDERS OF THE LOST ARK the following **old** Edition modules for the AD&D Game: G1 STEADING OF THE HILL GIANT CHIEF, G2 GLACIAL RIFT OF THE FROST GIANT JARL, G3 HALL OF THE FIRE GIANT KING. Contact: Jimmy Nugent, 420 East Wayside, Nugent, TX 77488, Phone: (409) 532-3976.

GAMES FOR SALE: Rescue From The Hive, Champions, Dragon Quest, INDIANA JONES, and lots of AD&D and D&D Supplements. Almost every AD&D and D&D module for sale for cheap prices. Contact Andy Cogswell at 8 Fred Place, Edison, NJ 08817 or call 494-5417 or 494-8278.

PBM GAME: 8 players of ORIENTAL AD&D® wanted to travel through oriental play-by-mail world. TOTALLY Free (except cost of mailing). First come, first served! Write: Andy Cogswell, 8 Fred Place, Edison, NJ 08817.

GAMES FOR SALE: Private collector wishes to sell (at reasonable prices) mint and used DRAGON® Magazines & other role-playing and Wargame materials. SASE gets list. Write: Timothy Stabosz, 45 Country Manor, Orland Park, IL 60462. Phone: (312) 361-2999.

PBM GAME: Gamer seeks PBM candidates for modified AD&D® campaign. Send SASE if in Canada and envelope & $.35 if in USA (International Reply Coupon Costs More) Contact: Michael John Wybo II, P.O. Box 84, Talbot St. N. Courtland, Ontario, Canada, N0J 1E0

GAMES WANTED: Pre '72 SPI titles: Strike Force; Task Force; Green Fields Beyond; Agincourt, Crimean Quad, The Conquerors Prestige Masterpack; Napoleon at War; Last Battles, Seelowe; Search and Destroy. Send letters to: A.C. Morrison 25124 16th Ave. S, Kent WA 98032.

AD&D® Game 2d EDITION QUESTIONNAIRE

The AD&D® Game 2d Edition is rolling, but...WE NEED YOUR HELP! Our thanks to the many players who have have already sent in their suggestions, ideas, and thoughts on the future of the game. What we need most is concrete details about how *you* play the game.

Make LOTS of photocopies of the answer form, so your friends can get in on the fun, too! Also, there are a few short rules to follow (harumph)...

1. Use this form (or a photocopy of it). Our dragon eats handwritten or homemade versions of this form.

2. Please include your name and address (for our Scroll of Many Names).

3. If your answer doesn't exactly match the choices given with some questions, just pick the closest one (it's like hand grenades—close enough is good enough).

4. Answer every question. If you have no opinion or the question does not apply, write in a "0" and take a pass.

5. Be neat. If we can't read it, we won't (our fire elemental is a lot more efficient than our crystal ball).

6. Give your honest opinions. If you like or don't like something, we want to know.

7. The space at the bottom of the form can be used for comments. This won't affect your multiple choice answers (you can't say "yes, but..."). We do read them all. And if you feel inspired, write.

Abbreviations: APH = *Advanced Players Handbook;* DMG = *Dungeon Masters Guide;* MM = *Monster Manual;* MM II = *Monster Manual II;* FF = FIEND FOLIO® Tome; LL = *Legends & Lore* (formerly DEITIES & DEMIGODS™ Cyclopedia); UA = *Unearthed Arcana;* DSG = *Dungeoneer's Survival Guide;* WSG = *Wilderness Survival Guide.*

A. WHO GOES THERE?

1. No question.

2. What is your age: 1 = 8 or less; 2 = 9-12; 3 = 13-16; 4 = 17-21; 5 = 21-30; 6 = 31-40; 7 = 41-50; 8 = over 50

3. Sex: 1 = male; 2 = female

4. Formal education (number of years): 1 = 0-6; 2 = 7-9; 3 = 10-12; 4 = 13-16; 5 = over 16

5. How old were you when you started playing the AD&D® game? 1 = 8 or less; 2 = 9-12; 3 = 13-16; 4 = 17-21; 5 = 21-30; 6 = 31-40; 7 = 41-50; 8 = over 50

6. How many years have you been playing role-playing games? 1 = less than 1 year; 2 = 1-2 years; 3 = 3-4 years; 4 = 5-6 years; 5 = 6 to 10 years; 6 = more than 10 years

7. Are you an RPGA™ Network member? 1 = yes; 2 = no

8. Do you belong to a local gaming club? 1 = yes; 2 = no

9. How many regular members does it have (play at least once per month)? 1 = up to 5; 2 = 6-10; 3 = 11-20; 4 = 21-30; 5 = over 30

For questions 10 through 21, please rate your reading preferences in each subject area, on a scale of 1 (never read) to 5 (enjoy immensely).

10. Science fiction

11. Fantasy fiction

12. Pulp/action adventure

13. Spy/thriller

14. Mystery

15. Historical adventure

16. Historical/gothic romances

17. Ancient/medieval history

18. Modern history

19. Sociology/psychology/anthropology

20. Physics/hard sciences

21. Comic books/graphic novels

22. What is your favorite genre of role playing: 1 = heroic fantasy; 2 = science fiction; 3 = comic book superhero; 4 = spy/espionage; 5 = horror; 6 = other (list below)

YOU TELL US

23. How did you find out about the AD&D® game? 1 = a friend had one; 2 = saw a magazine ad; 3 = read about in newspaper or magazine; 4 = saw in store; 5 = other

24. How do you currently find out about new TSR® products? 0 = I don't; 1 = through friends; 2 = see it in store; 3 = see ads in magazines; 4 = see reviews in gaming magazines; 5 = see previews in DRAGON® Magazine; 6 = other

25. Where do you most often buy AD&D® game product? 1 = local hobby shop; 2 = local book store; 3 = national chain bookstore; 4 = toy store; 5 = mail order

26. About how much do you spend a month on game products? 1 = 0-$5; 2 = $6-$10; 3 = $11-$15; 4 = $16-$25; 5 = over $25

27. How many AD&D® game products have you bought in the last year? 1 = none; 2 = 1-3; 3 = 4-6; 4 = 7-10; 5 = more than 10

28. How many months has it been since you last bought an AD&D® game product (not a magazine)? 1 = 1 month or less; 2 = 2 months; ... 5 = 5 or more months.

29. If the answer to question #28 is 5, why? 1 = I don't like the subject matter; 2 = I can't afford it; 3 = I haven't been playing lately 4 = I have switched to another game system; 5 = other. If the answer is 4 or 5, please list system or reason below.

30. Describe AD&D® game product quality in the last two years: 1 = consistently superior; 2 = generally improving; 3 = about the same; 4 = generally declining; 5 = consistently poor; 6 = haven't been playing that long

31. How do you view TSR, Inc.: 1 = very favorably; 2 = basically favorably; 3 = neither favorably nor unfavorably; 4 = basically unfavorably; 5 = very unfavorably

32. The thing I like best about the AD&D® game is (answer "0" if there is nothing you like best): 1 = I get to create a unique character; 2 = I get to make decisions that affect what happens in the game; 3 = I get to beat up monsters; 4 = I like the challenge of mastering the rules; 5 = I like to socialize with my friends; 6 = other (list below)

33. My biggest criticism of the AD&D® game is (put a "0" if you have no complaints): 1 = it takes too much time; 2 = it costs too much money; 3 = the rules are too complex; 4 = I don't have anyone to play with; 5 = other (list below)

34. Do you use miniature figures? 1 = yes; 2 = no

35. If the answer to the previous question was yes, how many do you own? 1 = none, I borrow any figures I need; 2 = 1-5; 3 = 6-20; 4 = 21-50; 5 = 51-100; 6 = over 100

36. Do you play large-scale battles with miniatures? 1 = yes; 2 = no

37. How much time do you expect to give the AD&D® game in the future? 1 = more; 2 = about the same; 3 = less

38. How much money do you expect to spend on the AD&D® system in the future? 1 = more; 2 = about the same; 3 = less

39. If you were starting a fantasy role playing group today, would you use the AD&D® system? 1 = definitely yes; 2 = probably yes; 3 = undecided; 4 = probably not; 5 = definitely not.

40. If not, suggest why: 1 = AD&D® game rules are too complex; 2 = AD&D® game rules are poorly explained; 3 = AD&D® game rules are not realistic enough; 4 = I have mastered the AD&D® game system and am bored with it; 5 = other (list below)

41. What system would you use? (list below)

42. How many role playing games (from all publishers) do you own? 1 = 0-3; 2 = 4-10; 3 = 11-15; 4 = 16-20; 5 = over 20

In questions 43 to 60, rate the following fantasy role playing systems or settings. 0 = have not played; 1 = have played, but don't own; 2

= own, but don't use; 3 = own, but use mainly as a source of ideas; 4 = play occasionally (less than once/month); 5 = prefer to other systems and play regularly (at least once/month).

43. Original D&D® game set (3 books, published 1974)

44. D&D® game set (5 boxed sets, Basic-Immortals)

45. AD&D® game hardbounds (APH, DMG, MM)

46. Later AD&D® hardbounds (FF, MM II, UA, DSG, WSG)

47. AD&D® *Oriental Adventures*

48. BATTLESYSTEM™ Fantasy Combat Supplement

49. DRAGONLANCE® Fantasy Setting

50. WORLD OF GREYHAWK™ Fantasy Setting

51. DRAGONQUEST™ Game (SPI)

52. *Middle Earth* game (I.C.E.)

53. *Fantasy Role Playing* game (Palladium)

54. *Runequest* game (The Avalon Hill Game Company)

55. *Bushido* game (Fantasy Games Unlimited)

56. *Chivalry & Sorcery* game (Fantasy Games Unlimited)

57. *G.U.R.P.S.* game (Steve Jackson Games)

58. *Fantasy Hero* game (Hero Games)

59. *Pendragon* game (Chaosium)

60. *Stormbringer* game (Chaosium)

B. YOU'VE GOT A SECRET?

1. No question.

2. Which of the following statements best describes your experience with the AD&D® game? 1 = started with the AD&D® game and have played it ever since; 2 = started with D&D® game and switched to AD&D®; 3 = started with another role-playing game and switched to the AD&D® game; 4 = played AD&D® game, switched to another, and switched back; 5 = played AD&D® game and switched to another

3. How many times per month do you play? 1 = less than once a month; 2 = once a month; 3 = twice a month; 4 = once a week; 5 = more than once a week

4. How long is a typical session? 1 = less than 3 hours; 2 = 3-4 hours; 3 = 4-6 hours; 4 = 6-10 hours; 5 = over 10 hours

5. How many players attend an average AD&D® game session? 1 = 2-3; 2 = 4; 3 = 5-6; 4 = 7-8; 5 = 9+

6. Where do you play? 1 = At home; 2 = At a friend's home; 3 = At school; 4 = At a hobby shop; 5 = other

7. What adventure setting do you most enjoy: 1 = dungeon/ruin; 2 = wilderness; 3 = town/city; 4 = extra-planar; 5 = other

8. What do you like best in play: 1 = defeating monsters, finding magic and advancing levels; 2 = working out puzzle areas and tactical problems; 3 = roleplaying my character's interaction with those of the DM and other players; 4 = creating my character's personal history; 5 = creating memorable moments in play; 6 = investigating mysteries and figuring out where the plot is going; 7 = going on epic adventures that change the history of the campaign world; 8 = socializing with the other players; 9 = other (list below)

9. What is your favorite race: 1 = human; 2 = dwarf (hill); 3 = elf (high); 4 = halfling; 5 = gnome; 6 = half-elf; 7 = half-orc; 8 = other official race (list below); 9 = variant race (not in books)

10. What is your favorite class: 1 = cleric; 2 = fighter; 3 = magic-user; 4 = thief; 5 = druid; 6 = paladin; 7 = ranger; 8 = illusionist; 9 = other (list below)

11. Which ability score generation system do you prefer: 1 = Method I (roll 4d6, drop low die); 2 = Method II (3d6, 12 times); 3 = Method III (3d6, 6 times per ability); 4 = Method IV (3d6, 6 times for 12 characters); 5 = any Unearthed Arcana method; 6 = roll 3d6 once, in order; 7 = assign ability score points to the abilities with no dice rolling; 8 = other

12. What is the level of the character you play the most (count dual/two-class as +1 to highest level, count triple class as +2): 1 = 1-3; 2 = 4-6; 3 = 7-10; 4 = 11-15; 5 = 16-21; 6 = 22-30; 7 = over 30

13. How many characters do you have in the campaign you play in most: 0 = don't play in a regular campaign; 1 = one only; 2 = two or three; 3 = four to six; 4 = 7 to 10; 5 = more than 10

14. Do your characters usually run in more than one campaign: 1 = I play in one campaign only; 2 = I have different characters for each campaign; 3 = the DM allows my characters from other campaigns in on a case-by-case basis, changing power and equipment to match his campaign; 4 = the DM allows my characters from other campaigns in pretty much unchanged; 5 = several DMs each have a part of the same campaign world and characters can move from area to area; 6 = several DMs run a shared universe and campaign shifting is common

15. Do you have problems with the rules: 1 = no problems; 2 = my DM handles rule problems; 3 = some, but nothing I couldn't figure out; 4 = I throw out what I don't understand and write my own rules; 5 = I don't understand the rules at all

16. What one rule gives you the most trouble. 1 = encumbrance; 2 = spell memorization; 3 = alignment; 4 = psionics; 5 = initiative; 6 = evasion; 7 = morale; 8 = experience; 9 = other, list one below

17. Do you play by the "official rules" or use variants? 1 = I only play the official rules; 2 = I play the official rules with only some DRAGON® Magazine variants; 3 = I play the official rules with some homemade (and/or DRAGON® Magazine) variants; 4 = I play a heavily revised version of the rules (over 30% different)

18. How do you feel about variants: 1 = anyone using variant rules isn't playing the AD&D® game; 2 = variant rules are usually too complex to use; 3 = variant rules are OK for campaigns, but standard rules are needed for tournaments; 4 = variant rules should be used often to keep the game fresh and exciting; 5 = the whole idea of standard rules for the AD&D® game is wrong, everything is a variant

19. How freqently do you consult the rules during play: rate from 1 (almost never) to 5 (spend more time looking up rules than playing).

In questions 20 to 30, please indicate how frequently you use the following AD&D® books on a scale from 1 (read once only) to 5 (constantly use). "0" means you don't own the book.

20. *Players Handbook*

21. *Dungeon Masters Guide*

22. *Monster Manual*

23. *Legends & Lore*

24. FIEND FOLIO® Tome

25. *Monster Manual II*

26. *Unearthed Arcana*

27. *Oriental Adventures*

28. *Dungeoneer's Survival Guide*

29. *Wilderness Survival Guide*

30. *Manual of the Planes*

IT'S A BOY!

The exact shape, form, and numbers of books in the 2d Edition line is still under discussion. The questions below offer different choices for the various books. Select the answer that you like best from those given. "0" means no opinion.

31. What is the best size for the 2d Ed. APH: 1 = 90-110 pp (less than current); 2 = 128 pp (current size); 3 = 150-160 pp; 4 = 180-200 pp; 5 = 240-270 pp (DMG size); 6 = over 300 pp

32. What is the best size for the 2d Ed. DMG: 1 = under 256 pages; 2 = 256 pages (current size); 3 = up to 300 pp; 4 = up to 400 pp; 5 = over 400 pp.

Various formats are being considered for the revision. This is a brief summary of their strengths and weaknesses.

* *Hardbound.* Good wear, unit expense higher than other options. Hardbounds are difficult for the DM to reorganize and update.

* *Softbound.* Cheaper than hardbound, but not as durable. Also difficult for the DM to reorganize and update.
* *Looseleaf in 3-ring binder.* Good for DM to organize and update. Reduces bulk needed for play, if only selected monsters are carried. Good visual play aids, as stats would be on one side and monster illustrations would be on the other. Crossreferencing pages would be difficult if the DM reorganizes, binding is weaker than hardbound, TSR, Inc., could not make individual replacement pages available. Overall bulk is high (one monster per page).
* *File cards.* Good choice for organizing and updating material, easier to manipulate than full pages. Small size of individual cards makes for awkward storage; long monster descriptions are not possible. Individual cards could not be replaced by TSR, Inc.
* *Modules.* Softbound. Lowest individual unit cost, probably organized into theme products.

33. The revised *Players Handbook* should be: 1 = hardcover; 2 = softcover; 3 = looseleaf in a 3-ring binder; 4 = standard paperback size; 5 = a boxed set

34. The revised *Dungeon Masters Guide* should be: 1 = hardcover; 2 = softcover; 3 = looseleaf in a 3-ring binder; 4 = standard paperback size; 5 = a boxed set

35. The revised *Monster Manual* should be: 1 = hardcover; 2 = softcover; 3 = looseleaf in a 3-ring binder; 4 = file cards; 5 = modules

One of the features and strengths of the AD&D® game is that it will always continue to grow and improve in the years to come. With this in mind, rate your opinion on the following options from 1 (no, highly dislike) to 5 (yes, absolutely for) for questions 36 through 43. "0" means no opinion.

36. One huge superbook of 400+ pages, combining all rules for players and DMs

37. Two core books, one for the player and the other for the DM, that show how to play the game and give all the rules that would be used in "official" tournament play

38. Optional books, less expensive than the core, that expand each character class, providing more detailed options and subclasses

39. Occasional optional books, compiling and expanding new character classes and races (from DRAGON® Magazine and other sources), to supplement the core system

40. Optional books, less expensive than the core, that provide greater detail about a specific environment.

41. Optional module-sized packages that provide detailed information about specific planes (i.e. Limbo, Gehenna)

42. Optional module-sized packs, giving DM graphic aids (floorplans, geomorphic maps, fold-ups, etc.)

43. Optional module-sized packages that give statistics and descriptions of related groups of monsters (i.e. Dragons, Giants)

44. One core monster manual; additional hard or softbound manuals, each organized as a world setting core (eg: Krynn, Kara-Tur, WORLD OF GREYHAWK™ settings, etc.)

45. A binder-style *Monster Manual* with the "classic" monsters and "design-your-own" forms included. Additional monsters would be available through modules, DUNGEON™ Adventures, DRAGON® Magazine, and special monster packs

46. How many monsters should be considered "classic" for the core system (D&D® Basic/Expert has about 170; MM has about 370; and MM/MMII nearly 700). 1 = up to 199; 2 = 200 to 299; 3 = 300-399); 4 = 400-499; 5 = 500-599; 6 = 600-699; 7 = 700-799; 8 = 800-899; 9 = 900+

47. Assuming that the monster listings were published in binder form, with a full color illustration back-to-back with the description (about 130 monster listings per 256 page collection—roughly three of these would equal the current MM), would you prefer this form to the current hardback format. 1 = definitely yes; 2 = probably yes; 3 = undecided; 4 = probably not; 5 = definitely not

Would you pay $5 more for the following hardbound books if they included illustrations in full color? 1 = yes; 2 = I would like to but cannot afford it; 3 = no

48. *Advanced Players Handbook*

49. *Dungeon Masters Guide*

50. *Monster Manual*

51. *Legends & Lore*

In questions 51 to 59, rate the following writing styles for the rules from 1 (absolutely hate) to 5 (strongly favor).

52. Short rules using simple language and having a low level of abstraction (as D&D® Basic rules)

53. Chatty NPC dialog interspersed with text (as MARVEL SUPER HEROES® game rules)

54. Block paragraphs combining general guidelines and and specific rules, with few examples (as current APH).

55. Block paragraphs with numerous examples and diagrams (as *Call of Cthulhu* system)

56. Block paragraphs with numerous historical notes and design comments (as *Pendragon* system)

57. Comprehensive numbered rules that feature extensive cross-referencing (as in the DRAGONQUEST™ rules)

58. Would you like to see more examples and diagrams in the rules: 1 = yes, even if it means cutting text; 2 = yes, but only if existing text is not sacrificed; 3 = no, existing examples and diagrams are sufficient; 4 = no, there are too many already, try to cut some

59. Do you like the humorous cartoons in the APH and DMG. 1 = yes, add more; 2 = yes, try to keep the ones you have; 3 = yes, but cut them if you need space; 4 = I don't care one way or the other; 5 = no, they're stupid, cut them

60. Do you want the rules oriented more toward standardizing rule applications (and less DM adjudication), or toward general guidelines that let you create your own options. 1 = standardize rule applications; 2 = increase options available; 3 = balance both approaches

C. IF YOU RAN THE ZOO...

1. No question.

2. What type of revision does the AD&D® game system need: 1 = no revision needed; 2 = edit only, fix contradictions and organization; 3 = kill individual problem rules and replace with new material; 4 = expand the game with new systems; 5 = replace major existing systems (spell memorization, character classes) with different ones; 6 = simplify existing rules as much as you can to speed play

3. Do you prefer using similar rules to simplify judging similar situations, or diverse systems to add texture and detail to your judging: 1 = use same systems; 2 = use different systems; 3 = forget systems, give me enough guidelines to wing it

4. Which rules section is *most* in need of revision: 1 = character generation; 2 = combat; 3 = spells; 4 = adventuring rules/advancement; 5 = the campaign milieu

5. Which of the above is *next most* in need of revision

6. Should more historical elements (culture guidelines, social hierarchies, weapons limited by period, etc.) be added: 1 = yes, add detailed historical rules to the system; 2 = yes, but add general rules only; 3 = yes, but concentrate on flavor instead of rules; 2 = no, it adds too much complexity; 5 = no, it detracts from the fantasy element; 6 = other (list below)

Character generation:

7. How long should it take to set up a character: 1 = 10 minutes or less; 2 = 11-20 minutes; 3 = 21-45 minutes; 4 = 46-60 minutes; 5 = longer than 60 minutes

8. Should player character ability scores have maximums: 1 = yes, 18; 2 = yes, 20; 3 = yes, 25; 4 = yes, 30; 5 = other (list); 6 = no

9. Should human female scores be the same as male scores: 1 = yes, eliminate all differences; 2 = no, but give females offsetting advantages (plus to dexterity or constitution, for example); 3 = no, leave as in the current rules

10. Should human characters have advancement limits: 1 = yes, level 15; 2 = yes, level 20; 3 = yes, level 25; 4 = yes, 30; 5 = yes, other (list below); 6 = no

11. Should demi-humans have level limits: 1 = keep APH limits; 2 = keep UA limits; 3 = modify limits upward; 4 = replace limits with

other restrictions (hit dice, XP penalties, spell levels); 5 = remove limits altogether

12. How should non-weapon proficiencies be handled: 1 = replace character classes with them; 2 = use them to define subclasses; 3 = use them to replace subclasses; 4 = give the DM the option to use them or not; 5 = make them optional, but put them in a special appendix for experienced players only; 6 = delay them to a special expansion book; 7 = kill them altogether

13. What is the best way to present proficiencies: 1 = any character can learn any proficiency; 2 = any character can learn any proficiency, but certain classes get special benefits; 3 = most proficiencies should be restricted to certain classes; 4 = most proficiencies should be restricted to certain social backgrounds

14. How detailed should proficiency descriptions be: Rate 1-5, where 1 = general description and base success chance (exact application left to DM judgement), and 5 = in-depth treatment with multiple sub-functions as per *horsemanship* in the DSG

Spells:

15. How much revision does the spell section need: 1 = not much, edit out the contradictions and kill problem spells; 2 = change specific spell descriptions to enhance play (example, shorten chant casting time); 3 = extensive re-evaluation of spell power level, including the shifting of spells between level lists; 4 = radical change in the spell system needed (conversion to spell points, etc.)

16. Would you like to see Schools of Magic within the given spell lists: 1 = no; 2 = don't care, as long as existing MU's are legal; 3 = yes, but make it optional; 4 = yes, and use this to create MU specialists; 5 = yes, as in 4, and use this to replace the Illusionist subclass, too

17. Should magical effects have an upper limit: 1 = yes, level 15; 2 = yes, level 20; 3 = yes, level 25; 4 = yes, other; 5 = no

18. Should higher level spells have saving throw adjustments to offset better saving throws of high level characters: 1 = yes; 2 = yes, but if so, a roll of 20 should always save; 3 = no

Combat:

19. How many rounds should a typical combat go: 1 = 1-2 rounds; 2 = 3-5 rounds; 3 = 6-8 rounds; 4 = 9-12 rounds; 5 = 13-15 rounds; 6 = over 15 rounds

Rate the following combat rule ideas from 1 (hate) to 5 (support strongly):

20. Add critical hits

21. Add hit location

22. Add special rules to make each weapon different

23. Drop some of the obscure pole arms

24. Cut longsword damage vs. large opponents

25. Convert surprise system to a d10 roll

26. Convert initiative to a d10 roll

Adventuring:

27. How much should the experience point system be modified: 1 = not at all, it works; 2 = it works, but needs to be explained better; 3 = it's too complicated; 4 = change it, too much emphasis on monster killing and treasure looting, but keep the complexity low; 5 = replace system with a detailed breakdown of experience points for actions by class (and possibly alignment); 6 = other

For questions 28 to 39, how much of the core books should be devoted to each of the following adventure settings: 1 = no change; 2 = need just enough more information to let me wing it; 3 = develop in core rules, even if it means cutting something else; 4 = cut from core rules and develop elsewhere

28. Aerial adventures

29. Seaborne adventures

30. Undersea adventures

31. Siege rules

32. Town rules

33. Arctic setting

34. Desert setting

35. Jungle setting

36. Ethereal plane

37. Astral plane

38. Inner planes

39. Outer planes

Campaign milieu:

Questions 40 to 47 relate to the campaign milieu section; rate these questions from 1 (disagree stongly) to 5 (agree strongly).

40. The value of money should be changed so copper is worth something

41. The value of money should be converted to a decimal system to simplify math

42. The gold standard should be changed to a silver standard

43. The "boom town" economy should be changed to something that works for a stable kingdom

44. More ideas on how to take money out of the campaign should be added to this section

45. Rules for incorporating gunpowder should be added

46. Rules for incorporating SF/high-tech should be added

47. System crossover rules are needed for other TSR rule sets (TOP SECRET® game, GAMMA WORLD® game and others)

48. Any rule that gives an automatic adverse result should be revised to give at least a small chance of success. One that gives an automatic favorable result should be revised to give a small chance of failure. Rate from 1 (disagree strongly) to 5 (agree strongly)

49.-59. No question

60. Do you DM a campaign: 1 = I have never been a DM; 2 = I have never been a DM, but want to start my own campaign; 3 = I used to DM, but neither play nor DM regularly (at least once a month) 4 = I used to DM, but now play regularly; 5 = I only DM regularly; 6 = I both DM and play regularly

D. FOR DM'S ONLY

If you answered the previous question "0", "1", or "2", write a "0" for questions 1 to 30.

1. No question.

2. Which most closely represents your experience as a DM: 1 = I started as a player, then became a DM; 2 = I watched the game being played, and became a DM when I got the books; 3 = I never saw the game played before I taught myself how to run it from the books

3. What is your DMing style: 1 = a character should never die permanently as long as the player wants to keep playing it; 2 = what's going on in the campaign doesn't make any difference if the players are having fun; 3 = the characters are heroes and the world revolves around them; 4 = the players have a part to play in the campaign world and should be encouraged to do it; 5 = the world is a harsh place, but the characters can learn to survive if they learn how to cooperate and find NPC help; 6 = the characters are small fish in a big uncaring pond, and must grow strictly by their own efforts; 7 = if the characters can't survive the monsters and traps I throw at them, they don't deserve to advance

4. How do you spend most of the time you devote to the AD&D® game: 1 = running adventures for players; 2 = making up adventures; 3 = working on my campaign world; 4 = making up new monsters and magic; 5 = making up new rule variants; 6 = other

5. How do you use AD&D® game source material: 1 = use only official AD&D® game modules and accessories; 2 = use D&D® game materials; 3 = convert materials designed for other game systems; 4 = convert AD&D® game materials to another commercial system; 5 = convert AD&D® game materials to own personal game; 6 = do not use AD&D® game source materials

6. How do you use adventures by TSR, Inc. (0 = I do not use these adventures): 1 = I read the adventures only to get ideas; 2 = I use bits and pieces of the adventure that I like; 3 = I use the entire adventure, but adjust it for my campaign; 4 = I play the adventure as is, with player characters from my own campaign; 5 = I play the adventure as is, with the pre-rolled characters

7. Where is your campaign set? 0 = no particular setting; 1 = own campaign world; 2 = *Oriental Adventures* world; 3 = WORLD OF GREYHAWK™ Fantasy Setting; 4 =

DRAGONLANCE® Fantasy Setting; 5 = FORGOTTEN REALMS™ Fantasy Setting; 6 = the D&D® game world (including gazetteers); 7 = other company's campaign setting; 5 = other

8. Do you run more than one campaign setting. 1 = no; 2 = yes (list below)

9. How many players are in your campaign: 1 = 1-2; 2 = 3-4; 3 = 5-6; 4 = 7-9; 5 = 10 or more

10. How many of these attend 50% or more of the gaming sessions: 1 = 1-2; 2 = 3-4; 3 = 5-6; 4 = 7-9; 5 = 10 or more

11. Has the number of players and frequency of attendence been increasing or decreasing: 1 = generally increasing; 2 = generally decreasing; 3 = about the same; 4 = don't know

12. Do you allow players to run more than one character at a time in the same adventure: 1 = no; 2 = sometimes, but only if the party is understrength; 3 = usually, yes, as many as I think I can handle

13. What is your average party size: 1 = 3 or less; 2 = 4-5; 3 = 6-8; 4 = 9-12; 5 = over 12

14. What is the starting level for new characters in your campaign: 1 = everyone starts at level 1; 2 = below the party average level; 3 = about even with party average level; 4 = variable, but controlled by the DM; 5 = other

15. How long, on the average, does it take to gain an experience level in your campaign: 1 = more than one level per session; 2 = one level per session; 3 = one level every 2-3 sessions; 4 = one level every 4-6 sessions; 5 = less than one level per six sessions

16. How long does it take to reach level 9 in your campaign: 1 = less than a month; 2 = 1-3 months; 3 = 4-6 months; 4 = 7-9 months; 5 = 10-12 months; 6 = a year to 18 months; 7 = 18 months to two years; 8 = over two years; 9 = don't know, nobody has made it yet

17. How deadly is your campaign (counting PCs requiring *raises* or similar, or killed and not recovered): 1 = no one dies; 2 = deaths seldom occur; 3 = deaths are fairly regular; 4 = one or more characters usually die in each session; 5 = heavy losses (50% +) are frequent

18. What usually happens when a character is killed: 1 = the player sits around and does nothing; 2 = the player rolls up a new character; 3 = the player is given an NPC to run; 4 = the player gets to bring in another of his characters; 5 = other

19. How do you use random tables: 1 = I play it as I roll it; 2 = I roll and occasionally ignore results that don't fit; 3 = I roll and often ignore results; 4 = I read the table for inspiration, then pick the result I want; 5 = I don't use the tables at all

20. How do you handle magical identification: 1 = I make the players experiment with everything; 2 = I run the *identify* spell by PC or NPC as written; 3 = I let the PCs pay an NPC to tell them what items are; 4 = I tell the players as DM what the items are; 5 = other

21. Do you give bonus experience points for other than monsters and treasure: 1 = no, never; 2 = sometimes, but not more than a few hundred points; 3 = I give substantial bonus XP (up to 30% of XP given out); 4 = between 30 and 50% of the XP I give out is bonus; 5 = I use my own experience system; 6 = I don't use any experience system

For questions 22 to 28, bonus XP should be given for which of the following: 1 = yes; 2 = no.

22. Solving puzzles or special situations created by the DM

23. Using standard class abilities

24. Brilliant, original ideas

25. Consistent role playing

26. Entertaining the DM

27. Using proficiencies

28. Acquiring magical items

29. What is the best way to challenge powerful characters: 1 = make up new and more powerful monsters; 2 = make up more difficult traps and puzzles; 3 = get players involved in society (or politics) and deemphasize combat; 4 = retire characters that advance beyond a certain level; 5 = adapt rules for high level play from the D&D® game system; 6 = other (list)

30. Have you ever designed or played with a spell point system: 1 = no; 2 = no, but am working on one; 3 = yes, but it didn't work; 4 = yes, and it worked all right; 5 = yes, and it works better than the current AD&D® game system

31. How do you run inititiative: 1 = roll d6 for each side, high total goes first; 2 = same, but adjust for dexterity/reaction; 2 = same, but break ties with speed factors, casting times, and weapon length; 3 = as #2, but always adjust for speed factor, casting time and weapon length; 5 = use a d10 for initiative and assume roll is segment of action; 6 = use a dexterity countdown system; 7 = other

THE LAST HURRAH

The rest of the questions are completely optional. They evaluate many rules in the game system. Rate each answer as follows: 0 = do not own the book or do not care; 1 = keep as is; 2 = revise to simplify or better explain; 3 = keep the idea, but rewrite rules heavily; 4 = shift to a later book; 5 = kill from revised system

From the APH:

32. Half-elf race

33. Half-orc race

34. Druid class

35. Ranger (APH) class

36. Paladin (APH) class

37. Illusionist class

38. Bard class

39. Multiclass characters

40. Dual class characters

41. Alignment languages

42. Alignment system

43. Weapon vs. armor class table

44. Weapon speed factors/casting times

45. Weapon space required

46. Spell components

47. Familiars (cf. first level magic-user spell)

48. Infravision

49. Ultravision

50. Falling damage (APH)

51. Psionics

From the DMG:

52. Secondary skills

53. Aging

54. Disease/parasites

55. Insanity

56. Sages

57. Spying

58. PC expenses

59. Loyalty/morale checks

60. Evasion/pursuit

E. YOU CAN MAKE IT

1. No question.

2. Effects of alchohol and drugs

3. Training (Gaining experience levels)

4. Magical research/fabrication

5. Random dungeon generation

6. Random wilderness generation

7. Gambling

From the UA book:

8. Comeliness

9. Mtn. dwarf PC

10. Gray dwarf PC

11. Deep gnome PC

12. Dark elf PC

13. Gray elf PC

14. Valley elf PC

15. Wood elf PC

16. Cavalier class

17. Barbarian class

18. Paladin (cavalier subclass)

19. Druid (level 15 +)

20. Melee weapon specialization

21. Bow specialization

22. Ranger expansion

23. Thief armor table

24. Cantrips

25. UA new armor types

26. Spellbooks

27. Social class and rank

28. Weaponless combat I

29. Weaponless combat II

30. UA nonlethal combat

From the DSG book:

31. Ability checks

32. Swimming checks

33. Climbing rules

34. Falling damage (DSG)

35. Fatigue/exhaustion

36. Fighting in water

37. Mounted combat

38. New equipment

From the WSG book:

39. Encumbrance/movement for animals

40. Vehicle movement

41. Waterborne vehicle table

42. Capsizing

43. Flying mounts

44. Vision and visibility

45. Fatigue and exhaustion

46. How do you feel about the standardization of combat bonuses and penalties to affect "to hit" rolls, damage rolls and saving throws introduced in DSG: 0 = I don't have the book; 1 = It adds a lot to the game; 2 = It simplifies the game; 3 = It doesn't affected play; 4 = It restricts my ability to fine-tune encounters; 5 = It destroys game balance

Rate the following combat situations for how long it should take to play it out: 1 = under 5 minutes; 2 = 6-10 minutes; 3 = 11-20 minutes; 4 = 21-30 minutes; 5 = 31-45 minutes; 6 = 46-60 minutes; 7 = over 60 minutes

47. Melee combat between five 2d level fighters and eight orcs (melee only)

48. Same as above, except two fighters and four orcs have bows (adds missiles)

49. Combat is between a 2d level party (two fighters, cleric, thief, mage without *sleep* spell) and seven orcs (four with bows) and a shaman/witch doctor, two levels in each

HELLO DR. RORSCHACH

For each of the following statements, rate your feelings on a scale of 1 (absolutely disagree) to 5 (abolutely agree). "0" means no opinion or that the statement does not apply.

50. Character classes are too restrictive and contrived. They should be replaced with proficiencies that allow you to choose the abilities you want your character to have.

51. I hardly ever look at the rules while I'm running a game. I make things up according to what I think is right instead of following the rules.

52. Characters should be generated by rolling 3 dice with no re-rolls. Any other method creates super characters.

53. There should be character classes for every profession, PC and NPC, since this is the only way to measure character abilities.

54. The AD&D® game books should be written for experienced gamers only. Beginners can learn with the D&D® game.

55. The combat system needs a lot more detail: critical hits, exact hit location, shock, knockdown, and more special rules to make each weapon different.

56. People who enjoy playing a Monty Hall campaign or have characters of 50+ levels don't understand what the AD&D® game is all about.

57. The AD&D® game is too confusing. There are too many different tables and systems. They should all be resolved by a single table to resolve everything.

58. Player characters need better reasons to do things than just killing monsters and getting treasure.

59. Alignments are stupid and without redeeming features. They should be removed from the game.

60. Too many people forget that the idea of playing the AD&D® game is to have fun. They become too involved in their characters and the rules.

THE END

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AD&D® Game 2d Edition Questionnaire

A: Who Goes There?

1	11	21	31	41	51
2	12	22	32	42	52
3	13	23	33	43	53
4	14	24	34	44	54
5	15	25	35	45	55
6	16	26	36	46	56
7	17	27	37	47	57
8	18	28	38	48	58
9	19	29	39	49	59
10	20	30	40	50	60

B: You've Got a Secret?

1	11	21	31	41	51
2	12	22	32	42	52
3	13	23	33	43	53
4	14	24	34	44	54
5	15	25	35	45	55
6	16	26	36	46	56
7	17	27	37	47	57
8	18	28	38	48	58
9	19	29	39	49	59
10	20	30	40	50	60

C: If You Ran the Zoo

1	11	21	31	41	51
2	12	22	32	42	52
3	13	23	33	43	53
4	14	24	34	44	54
5	15	25	35	45	55
6	16	26	36	46	56
7	17	27	37	47	57
8	18	28	38	48	58
9	19	29	39	49	59
10	20	30	40	50	60

D: For DM's Only/The Last Hurrah

1	11	21	31	41	51
2	12	22	32	42	52
3	13	23	33	43	53
4	14	24	34	44	54
5	15	25	35	45	55
6	16	26	36	46	56
7	17	27	37	47	57
8	18	28	38	48	58
9	19	29	39	49	59
10	20	30	40	50	60

E: You Can Make It.

1	11	21	31	41	51
2	12	22	32	42	52
3	13	23	33	43	53
4	14	24	34	44	54
5	15	25	35	45	55
6	16	26	36	46	56
7	17	27	37	47	57
8	18	28	38	48	58
9	19	29	39	49	59
10	20	30	40	50	60

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